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DUNGEON

A Dungeons & Dragons® Roleplaying Game Supplement

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By Gary Gygax and Christopher Perkins

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DUNGEON

Glacial Rift of the Frost Giant Jarl

A D&D® adventure for characters of levels 16-18

By Christopher Perkins

Based on the original by Gary Gygax

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Introduction

The Glacial Rift of the Frost Giant Jarl was written by Gary Gygax and published in 1978 by TSR, Inc. Part two of a three-part series, it packed a lot of punch into eight pages and presented frost giants as iconic D&D monsters. The tripartite "Giants" series was later collected into a single adventure module titled *Against the Giants*, published by TSR in 1981.

This adventure is inspired by Gary Gygax's classic module but uses the latest *Dungeons & Dragons*®

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Roleplaying Game rules. It is designed for characters of levels 16–18.

"Glacial Rift of the Frost Giant Jarl" can be run as a stand-alone adventure, or you can play it as the third part of a four-part series that begins with "Steading of the Hill Giant Chief" (*Dungeon* 197) and "Warrens of the Stone Giant Thane" (*Dungeon* 198) and concludes with "Hall of the Fire Giant King" (*Dungeon* 200).

Adventure Background

Giants have been raiding the civilized lands in large bands, visiting death and destruction upon villages, towns, and farmlands. Entire militias have been conquered, entire crops wiped out. These marauding bands consist of mixed groups of hill giants, stone giants, frost giants, and fire giants, as well as ogres and other monsters allied with the giants.

Determined to repel the invaders, local lords have begun hiring brave adventurers. The first few groups didn't fare well. Some were crushed beneath the boulders and boots of rampaging giants, and others simply never returned from the wilderness. However, a new band of adventurers has assembled to punish the destructive giants and banish them from the civilized lands.

Although the success of the giant alliance rests squarely on the broad shoulders of King Snurre, ruler of the fire giants, his staunchest ally is Grugnur, the frost giant jarl. Most giants regard Snurre as a brutal hothead, whereas Grugnur is renowned for his cooler temperament and sly cunning. Snurre trusts the frost giant jarl to plan the raids, and the hordes under Snurre respect Grugnur's canny tactics. The frost giant jarl's demise will surely create disorder and unrest in their ranks.

Until recently, the location of the frost giant stronghold was a well-guarded secret. However, a map found in the treasury of the hill giant chief has revealed its location and prompted Grugnur's enemies—humans, dwarves, elves, and others—to take the fight to him for a change.

Beginning the Adventure

Jarl Grugnur and his fellow frost giants inhabit a vast network of caves carved into the sides of a great chasm located deep in the Crystalmist Mountains. Feel free to change the location of the Glacial Rift and the name of the mountain range to better serve the needs of your home campaign.

It is assumed that the characters have safely arrived at a spot near the Glacial Rift—a small cave, well hidden by snow and ice, where they can remain undetected while they plan their offensive. If they decide to take an extended rest between forays against the frost giants, they can do it safely at the hidden cave as long as they take moderate precautions not to leave a plain trail. (Wind and blowing snow cover up tracks within an hour or two.)

Quests

In addition to killing foes they encounter in the Glacial Rift, the characters can pick up several quests:

MAJOR QUEST: RECOVER THE BATTLE PLANS

17th-level Major Quest (1,600 XP/character)

Grugnur, the frost giant jarl, coordinates the giant raids for King Snurre. He knows where the giant forces are deployed and where they'll strike next. Find and retrieve his battle plans.

To complete this quest, the characters must recover Grugnur's battle plans from his treasury (area 20E).

MINOR QUEST: NEGOTIATE WITH VAALD

18th-level Minor Quest (400 XP/character)

A dwarven clanhold received a letter signed by a giant named Vaald who claims to be Jarl Grugnur's advisor. In the letter, Vaald vows to end hostilities if Grugnur is killed and he becomes jarl. Meet with Vaald and determine whether his offer is genuine.

Vaald (area 15) is eager to dethrone Grugnur and assume his place as jarl. Although he is willing to help the characters reach Grugnur, such an alliance is temporary, and his offer to end hostilities is insincere. The characters complete this quest if they successfully negotiate with Vaald.

MINOR QUEST: RECLAIM THE SWORD OF CROODLE

17th-level Minor Quest (320 XP/character)

A half-elf adventurer named Beek Gwenders went into the mountains to battle the frost giants and never returned. Find his famous sword and return it to his next of kin.

The characters complete this quest by finding the *Sword of Croodle* (area 3B) and returning it to its rightful owner.

SPECIAL QUEST: SKIN THE REMORHAZ

Special Quest

A remorhaz is rumored to have a lair at the bottom of the great rift where the frost giant stronghold is located. If you find and kill the creature, a local lord will pay you 100 pp for its hide.

A remorhaz dwells in area 7D. If the characters slay the creature and return with its hide, they gain a treasure reward of 100 pp (in addition to the XP earned for killing the creature).

Running the Adventure

This adventure is location-based. All encounters are keyed to the maps of the Rift Caverns and the Deep Caverns. As the characters explore these locations, refer to the area descriptions for details.

Rests

The adventure is designed to allow characters to take short rests between encounters. However, characters needing an extended rest might have to withdraw from the rift to avoid incessant attacks.

Players might be reluctant to yield ground and allow the giants to fortify their defenses while they take an extended rest, but that's a choice they must make. As the Dungeon Master, you need to decide what happens while the characters take an extended rest and the extent to which the giants recover from the party's most recent assault. You are strongly advised not to punish the characters for taking an extended rest by "reloading" every encounter in the rift. Instead, consider adding one group of reinforcements (see "Giant Reinforcements" below), and have the giants take a few sensible precautions to prepare for the party's return.

Treasure

The treasure found in this adventure was assigned using the parcel technique of treasure distribution (see page 298 of *Rules Compendium*™) to ensure that the characters get the appropriate amount of treasure for their level. Feel free to replace listed items with other items of a similar level.

In addition to treasure, giants often possess mundane items of little worth. These items add color and realism to the adventure. As the characters loot corpses and plunder treasure chests, feel free to throw in a few items chosen or rolled randomly from the following table:

MUNDANE TREASURES

d20	Mundane Item
1	Handaxe blade (used as a hand chopper)
2	Metal helm (used as a bowl) and wooden spoon
3	Moldy and stinky wheel of cheese
4	Shabby cloak (wool or hide)
5	Bone comb
6	Iron cooking pot
7	Drinking horn
8	Skinning knife
9	Haunch of meat
10	Mangy fur pelt
11	Small bag of salt
12	Old sandals
13	Waterskin (full)
14	Cask of ale (half empty)
15	Necklace of animal fangs or finger bones
16	5-foot length of chain
17	Bag of skulls
18	Bag of dried mushrooms
19	50-foot coil of hemp rope
20	Carved wooden idol

Giant Reinforcements

Not all of the frost giants that live in the Glacial Rift are present when the characters attack. A number of them are out on raids and hunting expeditions. Each time the characters take an extended rest during their conquest of the rift, they run the risk of encountering reinforcements.

A typical gang of reinforcements includes two frost giants and two winter wolves. Feel free to stage the encounter with these forces anywhere in and around the rift. Statistics blocks for both of these creatures are provided in the description of area 1 on page 6.

Use these sorts of encounters sparingly. Too many encounters with reinforcements will result in the characters amassing more XP and gaining levels faster than anticipated.

Captured!

If the entire party is defeated by frost giants or their allies, the adventure isn't necessarily over. At your discretion, the characters can be stripped of their gear and hauled off to area 14E until Jarl Grugnur figures out what to do with them. In the meantime, the treacherous frost giant Vaald (area 15) contemplates freeing the heroes so that he can set them loose on Grugnur.

If the characters convince Vaald to free them, he returns their equipment, treasure, and magic items. If the characters escape on their own, they find their nonmagical gear in Brekelrak's custody (area 14C). Treasure or magic items formerly in their possession are in Vaald's custody (area 15).

Players whose characters were killed can create new characters, if they wish—perhaps survivors of another party captured by the giants.

Escaping captivity can be handled as a skill challenge that uses the Bluff, Diplomacy, Intimidate, Perception, and Thievery skills (moderate DCs). No one skill can be used more than three times (successfully or not), and to escape, the party must achieve 6 successes before 3 failures. If the characters fail the skill challenge, they can try again after an extended rest.

The Glacial Rift

When the characters reach the Glacial Rift, read:

Your exhausting trek through the mountains ends before an icy rift that plunges hundreds of feet—a cold and cruel abyss. Steps carved into the north end of the rift split into two sets of stairs that descend the western and eastern faces of the rift, ending at a series of wide, icy ledges. From those ledges, tunnels lead into the faces of the rift. Below each precipice, white mist obscures the bottom of the chasm.

The rift is windy and very cold. Ice steps to the north descend to a series of ledges on the western and eastern faces of the rift. Both sets of stairs are well traversed. Characters see giant-sized, ogre-sized, and dwarf-sized footprints climbing and descending both sets of stairs, although the wind has erased most evidence of their passing.

The rift is 300 feet deep. Visibility is limited to about 150 feet, so characters at the top can see the ledges, but the bottom third of the chasm is obscured by mist. Characters standing on the ledges can barely make out features on the rift floor (the area is lightly obscured).

The party can traverse the circumference of the rift and descend by a route other than the icy steps. For example, the characters can lower ropes to reach the ledges. The walls of the rift are icy and sheer, requiring DC 22 Athletics checks to climb. Elevation markers on the maps indicate the heights of the ledges in relation to the rift floor.

Frigid Cold

Every 8 hours a character is in the Glacial Rift without resistance to cold, he or she must succeed on a DC 22 Endurance check or lose a healing surge. If the character has no healing surges left when the check is failed, the character loses a number of hit points equal to his or her healing surge value.

Special Terrain Features

Three different kinds of terrain are prevalent in the Glacial Rift: slick ice, jagged ice, and the blood of Cryonax. Each is described below.

Slick Ice

Squares marked with a triangle symbol are slick ice and difficult terrain. A creature can attempt a DC 20 Acrobatics check to ignore the difficult terrain. A failed check indicates that the creature falls prone in the first square of ice it enters on its move.

Forced Movement: A creature subjected to forced movement on slick ice is moved 1 additional square.

Ice Walk: Creatures that have ice walk ignore all effects of slick ice.

Jagged Ice

Squares marked with a double-line symbol are jagged ice and difficult terrain. A creature entering a square of jagged ice takes 5 cold damage. A creature can take this damage only once per turn.

Ice Walk: Creatures that have ice walk ignore all effects of jagged ice.

The Blood of Cryonax

Ages ago, servants of Kord and a terrible primordial named Cryonax fought a great battle here. At the end of the conflict, a massive fissure appeared, swallowing Cryonax and entombing him deep within the world. This fissure became the Glacial Rift, and evidence of the epic battle lingers within the caves as floating clouds of luminous blue mist.

Squares marked with a starburst symbol are such clouds, which are dubbed "the blood of Cryonax." Any creature that starts its turn in one of these frigid clouds takes 5 cold damage, and all melee and ranged attacks made by the creature while inside the cloud deal 2d6 extra cold damage. These qualities are evident to anyone who succeeds on a DC 23 Arcana check.

Rift Caverns (Areas 1–10)

The caves and tunnels that connect to the rift are basically formed from ice, with a few rock outcroppings here and there.

Ceilings: Unless noted otherwise, tunnels and passages are 20 feet high.

Illumination: During the day and on clear moonlit nights, a faint blue light penetrates from above, making torches or similar lights unnecessary. On dark nights, the giants use *everburning torches* to illuminate the caves. Regardless, all areas are considered brightly lit unless noted otherwise.

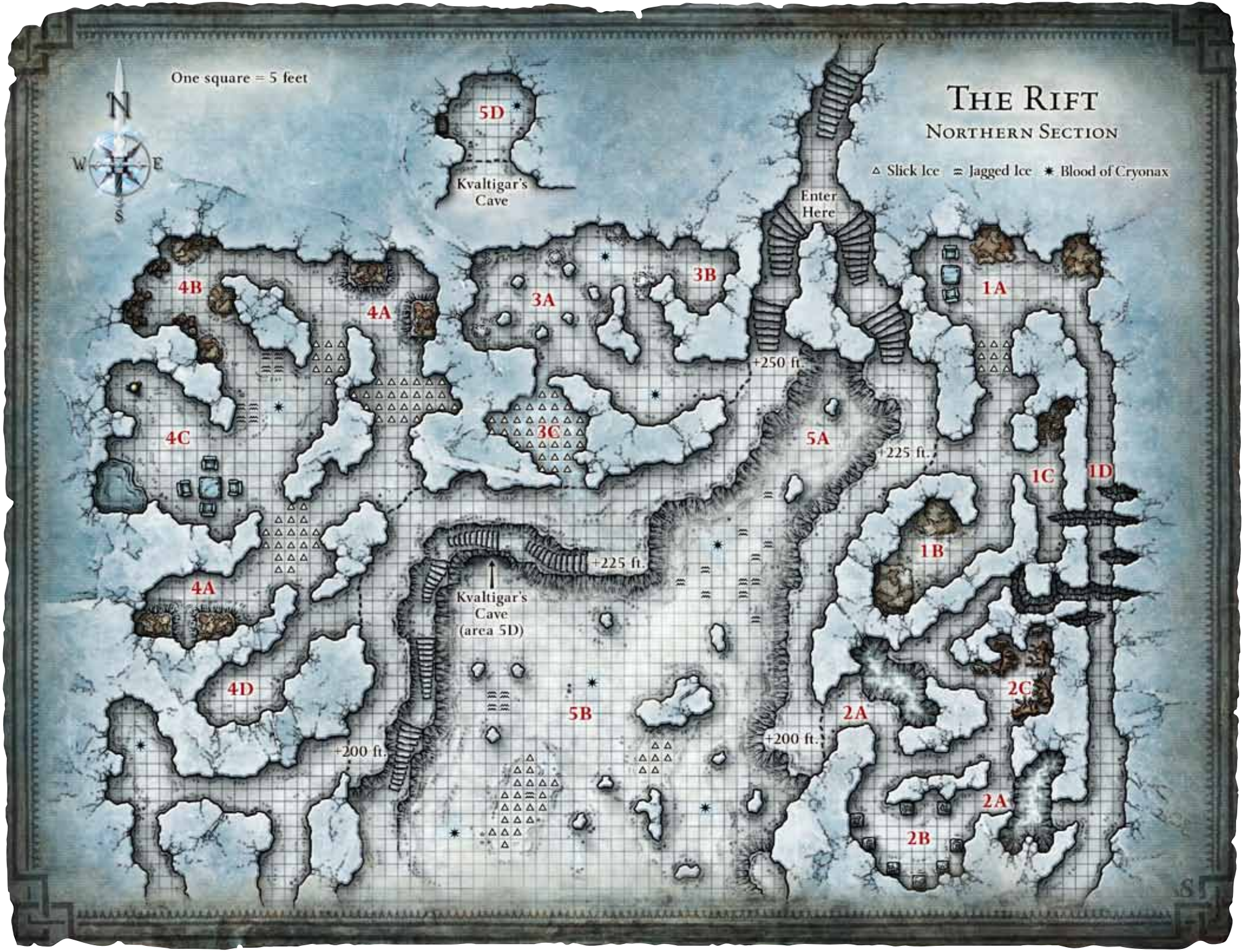
Oversized Furnishings: All furnishings are sized for 15-foot-tall frost giants. They have slightly more than double the dimensions of their human-sized counterparts and eight times the weight. Small and Medium creatures can scuttle under or clamber over giant-sized furniture, treating the squares occupied by the furniture as difficult terrain. The furniture can provide cover.

Winds: Winds howl through the rift day and night, drowning out all but the loudest noises. Unless noted otherwise, characters who trigger a fight in one area do not attract the attention of creatures in other areas of the complex.

1. Guard Caves

Combat Encounter Level 14 (5,200 XP)

Two frost giants and two winter wolves guard this area. The giants are seated at a table and preoccupied, but the wolves are vigilant. Unless the characters take care to move quietly through this area, the wolves hear them and attack as the heroes approach area 1A or 1B. If the characters are moving as a group, have the party make a group DC 20 Stealth check to avoid detection.


One square = 5 feet
N
W
E
S
The Rift
Northern Section
Slick Ice
Jagged Ice
Blood of Cryonax
5D
Kvaltigar's Cave
Enter Here
4B
4A
3A
3B
1A
+250 ft.
4C
3C
5A
+225 ft.
1C
1D
1B
+225 ft.
4A
Kvaltigar's Cave (area 5D)
4D
5B
2C
2A
+200 ft.
+200 ft.
2A
2B

Frost Giant	Level 17 Brute
Large elemental humanoid (cold, giant)	XP 1,600
HP 201; **Bloodied** 100	**Initiative** +11
AC 29, **Fortitude** 32, **Reflex** 27, **Will** 28	**Perception** +13
Speed 8 (ice walk)	
Resist 15 cold	

Traits

Icebound Footing

When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Icy Greataxe (cold, weapon) ✦ **At-Will**

Attack: Melee 2 (one creature); +22 vs. AC

Hit: 3d12 + 11 cold damage, or 2d12 + 47 cold damage if the giant scores a critical hit.

Chilling Strike (cold, weapon) ✦ **Recharge** ⚄ ⁞⁞

Attack: Melee 2 (one creature); +22 vs. AC

Hit: 5d12 + 15 cold damage, and the target gains vulnerable 10 cold (save ends).

Skills Athletics +19

Str 23 (+14)	**Dex** 16 (+11)	**Wis** 20 (+13)
Con 21 (+13)	**Int** 10 (+8)	**Cha** 12 (+9)

Alignment evil **Languages** Giant

Equipment hide armor, greataxe

Frost Giant Marauder	Level 17 Skirmisher
Large elemental humanoid (cold, giant)	XP 1,600
HP 168; **Bloodied** 84	**Initiative** +14
AC 31, **Fortitude** 31, **Reflex** 28, **Will** 27	**Perception** +11
Speed 8 (ice walk)	
Resist 15 cold	

Traits

Icebound Footing

When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Icy Handaxe (cold, weapon) ✦ **At-Will**

Attack: Melee 2 or Ranged 10 (one creature); +22 vs. AC

Hit: 2d6 + 6 cold damage.

Effect: The giant shifts up to 2 squares.

Twin Strike ✦ **At-Will**

Effect: The giant uses *icy handaxe* twice and can shift up to 2 squares between the attacks.

Hurling Charge ✦ **Encounter**

Effect: The giant uses *icy handaxe* twice as ranged attacks and then charges one of the targets.

Skills Athletics +18

Str 21 (+13)	**Dex** 19 (+12)	**Wis** 17 (+11)
Con 24 (+15)	**Int** 10 (+8)	**Cha** 12 (+9)

Alignment evil **Languages** Giant

Equipment 8 handaxes

2 Winter Wolves	Level 14 Skirmisher
Large natural magical beast	XP 1,000 each
HP 141; **Bloodied** 70	**Initiative** +14
AC 28, **Fortitude** 27, **Reflex** 26, **Will** 24	**Perception** +10
Speed 8 (ice walk)	Low-light vision
Resist 20 cold	

Traits

Takedown

Whenever the wolf hits a target with a charge attack, the target takes 1d8 extra damage and falls prone.

Standard Actions

Bite (cold) ✦ **At-Will**

Attack: Melee 1 (one creature); +19 vs. AC

Hit: 2d8 + 8 damage plus 1d10 cold damage, or 3d8 + 8 damage plus 1d10 cold damage against a prone target.

Freezing Breath (cold) ✦ **Recharge** ⚄ ⁞⁞

Attack: Close blast 5 (creatures in the blast); +17 vs. Reflex

Hit: 2d10 + 5 cold damage.

Miss: Half damage.

Minor Actions

Drag ✦ **At-Will**

Effect: Melee 1 (one prone creature); the wolf shifts 1 square, pulling the target to a square adjacent to it.

Str 23 (+13)	**Dex** 21 (+12)	**Wis** 17 (+10)
Con 21 (+12)	**Int** 9 (+6)	**Cha** 10 (+7)

Alignment evil **Languages** Common, Giant

Perception DC 15: The character hears the two giants arm-wrestling or plotting their next raid.

Light: Bright (daylight or torches).

Monsters: 1 frost giant, 1 frost giant marauder, 2 winter wolves.

Read or paraphrase the following as the characters explore area 1A:

This 30-foot-high cave is carved out of solid ice and cast in a greenish glow as light filters through the ceiling. One end of the cave contains a giant-sized table and two chairs chiseled from ice. Two heaps of animal furs serve as beds for the pair of frost giants stationed here.

1A. Giants' Quarters: Two heaps of animal furs serve as beds for the frost giants here. A giant-sized table and two large chairs carved from blocks of ice fill the western side of the cave.

1B. Wolves' Den: Two winter wolves lounge atop heaps of furs. They rise and move into area 1A if they hear intruders in that room or if summoned by their masters.

1C. Provisions Cave: The north end of this cave contains crates of stolen food and barrels of ale. The frost giants stole the supplies from human and dwarven trade caravans. The crates and barrels are difficult terrain.

A 5-foot-wide, 15-foot-tall fissure in the east wall connects this cave to area 1D. The bottom of the fissure is 5 feet below floor level, and the fissure is difficult terrain.

1D. Icy Passage: This long passage, chiseled into the glacial ice, has several 5-foot-wide, 3-foot-deep fissures. Characters can easily leap over the fissures. The bottom of each fissure is difficult terrain.

Tactics: The giants call out to the wolves as soon as intruders enter 1A.

One winter wolf charges the nearest enemy and uses *takedown* with its *bite*. If the attack succeeds, it uses *drag* to pull the target toward the second wolf, which tries to bite the prone foe. The wolves use *freezing breath* only when there's no risk of catching the giants in the blast.

The giants and the wolves defend these caves to the death.

2. Caves of Icy Death

Trap Encounter Level 14 (5,600 XP)

The frost giants keep some of their provisions here, along with ghastly trophies. They station no guards in these caves, relying on the icefang pits to deal with intruders.

Light: Bright (daylight or torches).

Traps: 2 icefang pits.

When the characters reach area 2A, read:

Ahead, the icy floor gives way to a gaping pit 15 feet across. Tendrils of pale mist rise up from the mouth of the pit.

When the characters first enter area 2B, read:

This 30-foot-high cave is carved out of solid ice and cast in a blue glow as light filters through the ceiling. The cavern holds a ghastly display—eight blocks of ice standing on end, each containing a mutilated humanoid corpse.

2A. Icefang Pits: Each of these pits is 15 feet wide, 20 feet deep, and lined with ice spikes. Tendrils of cold mist rise up from the pit. See the statistics block below for more information.

2B. Trophies: Standing against the walls are the frozen corpses of eight mutilated adventurers trapped in 10-foot-tall blocks of transparent ice. A character can extricate a corpse by breaking or melting the ice (AC/Reflex 5, Fortitude 15; immune to cold, necrotic, poison, psychic, forced movement, all conditions, ongoing damage; vulnerable 10 fire; hp 120).

The dead include a female dwarf (Krystal Mudstone), a female elf (Korial Summerwind), a male dwarf (Gorik Blunthammer), two male humans (Flerd Trantle and Dergle Obsen), a male half-elf (Beek Gwenders), a male halfling (Veliax the Sly), and a female halfling (Della Daggerbright). The corpses wear tattered armor but have no weapons or items.

2 Icefang Pits — **Level 16 Elite Obstacle**
Trap — XP 2,800 each

Detect automatic — **Initiative** –

Arcana or Dungeoneering

✦ **DC 22:** The character ascertains that the tendrils of mist rising from the pit are part of a trap, and that they might attack a creature that comes within 2 squares of the pit.

✦ **DC 31:** The character knows that the pit will not attack creatures that have the cold keyword.

Perception

✦ **DC 22:** The mist tendrils seem to be grasping at the air.

Triggered Actions

ǂ **Icy Tendrils** (cold) ✦ **At-Will**

Trigger: A creature that lacks the cold keyword enters or starts its turn in a space within 2 squares of the pit but not inside it.

Attack (Opportunity Action): Melee 2 (the triggering creature); +19 vs. Fortitude

Hit: The target is pulled into the pit, takes 4d10 damage, takes ongoing 10 cold damage and is restrained (save ends both), and falls prone.

Countermeasures

✦ **Avoid Falling:** A character pulled into the pit can make a saving throw to avoid falling in. *Success:* The character falls prone at the edge of the pit and takes none of the other effects of a normal hit.

✦ **Leap:** Athletics DC 22 to jump. *Success:* The character moves over the pit's space but is not attacked.

✦ **Climb:** Athletics DC 22 to scale the pit's walls.

The corpses are the remnants of two adventuring parties. One group (consisting of Gorik, Krystal, Korial, Dergle, Veliax, and Della) was completely wiped out. The other group surrendered after losing two of its members (Flerd Trantle and Beek Gwenders), and the survivors were eventually taken to the hall of the fire giant king.

Characters who use a Speak with Dead ritual on the corpse of Beek Gwenders can ask about the missing sword (see "Quests" on page 2), but it doesn't know where the weapon is. If the characters use Speak with Dead on either Flerd or Beek, they can learn the names of the survivors who were taken to the fire giants: Gleep Wurp (male human),

Cloyer Bulse (male human), and Fonkin Hoddypeak (male elf).

2C. Cold Storage: This cave contains the frozen carcasses of four elk, two snow leopards, and a mountain lion that the frost giants have yet to skin.

3. Yeti Caves

Combat Encounter Level 17 (8,400 XP)

These caves are home to a small band of yetis– hulking, apelike humanoids covered in white fur. They stand 7 feet tall and have cold blue eyes and vicious claws. The yetis serve as scouts for the frost giants.

Light: Bright (daylight or torches).

Monsters: 6 frostrage yetis.

When the characters explore area 3A, read:
Large icicles hang from the ceiling, and several ice stalagmites rise up from the floor. Mounds of snow form near the walls.

The ceiling is 40 feet high in area 3A and 20 feet high everywhere else.

3A. Yeti Gang: The ceiling of this cave is covered with long icicles and supported by six pillars of ice. Hiding behind these ice formations are five frostrage yetis (DC 22 Perception check to hear breathing or spot them lurking).

Ice Pillars: These structures are blocking terrain (AC/Reflex 5, Fortitude 12; immune to cold, necrotic, poison, psychic, forced movement, all conditions, ongoing damage; vulnerable 10 fire; hp 40). A pillar shatters if reduced to 0 hit points, causing a partial ceiling collapse. Any creature adjacent to a shattered pillar takes 1d10 damage and falls prone.

3B. Leader's Cave: The largest frostrage yeti lurks here, gloating over her new treasure: the *Sword of Croodle*, which is the object of a minor quest (see "Quests," page 2).

Standard Actions
⨁ **Sword of Croodle** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 3d8 + 18 damage, or 4d6 + 42 damage on a critical hit.

6 Frostrage Yetis — **Level 16 Brute**
Medium natural humanoid — XP 1,400 each

HP 194; **Bloodied** 97	**Initiative** +12
AC 28, **Fortitude** 29, **Reflex** 27, **Will** 28	**Perception** +13
Speed 7 (ice walk), climb 3	Low-light vision
Resist 10 cold	

Traits
Frostrage Charge
The yeti deals 10 extra damage with a charge attack.

Standard Actions
⨁ **Claw** ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d10 + 13 damage.
✧ **Fearsome Howl** (fear, thunder) ✦ **Encounter**
Attack: Close blast 3 (enemies in the blast); +19 vs. Will
Hit: 3d10 + 15 thunder damage, and the yeti pushes the target up to 3 squares or the target falls prone.

Triggered Actions
✧ **Frostrage Frenzy** (cold) ✦ **Encounter**
Trigger: The yeti is first bloodied.
Attack (Free Action): Close burst 1 (enemies in the burst); +21 vs. AC
Hit: 3d10 + 5 damage, and ongoing 10 cold damage (save ends).
Miss: Half damage.

Str 21 (+13)	**Dex** 18 (+12)	**Wis** 21 (+13)
Con 24 (+15)	**Int** 9 (+7)	**Cha** 10 (+8)

Alignment unaligned **Languages** –

3C. Misty Cave: Hot air escaping from somewhere beneath filters into this cave, filling it with cool, damp fog. The entire cave is heavily obscured, and the floor is slick ice (see "Special Terrain Features," page 4).

Treasure: In an icy niche at the back of cave 3B are five 1,000-gp gems. The yeti leader also carries the lost *Sword of Croodle*.

Sword of Croodle — **Level 17 Rare**
This handsome elven blade once belonged to Beek Gwenders of Croodle, a valiant ranger who perished in the Glacial Rift.
Weapon: +4 longsword — 65,000 gp
Enhancement Bonus: Attack rolls and damage rolls
Critical: +4d6 damage (+4d10 damage against Large or larger humanoids)
Utility Power (Teleportation) ✦ **Encounter** (Free Action)
Trigger: You hit an enemy with an attack using this weapon.
Effect: You teleport up to 5 squares.
Utility Power ✦ **Encounter** (Free Action)
Trigger: You hit an enemy with an attack using this weapon.
Effect: Close burst 5 (you and allies in the burst); the target gains 10 temporary hit points.

Tactics: The yetis hide, waiting for intruders to move deeper into their cave. Otherwise, they attack in a straightforward, disorganized manner.

The leader wields her newfound sword. She gains the following attack and can use the utility powers of the *Sword of Croodle*.

4. Waterspring Caves

Combat Encounter Level 17 (8,400 XP)

This series of caves gets its name from a warm spring that bubbles up in area 4C. The frost giants store provisions here, and they also muster in these caves before setting out on raids.

Light: Bright (daylight or torches).

Monsters: Syldi (frost giant ice shaper), 3 frost giants, 4 ice troll grunts.

When the characters reach area 4C, read:
This 40-foot-high cavern is carved out of solid ice, like the others around it. Enough light filters through the ceiling to illuminate the area. A giant-sized table and four large chairs carved from ice stand in front of a steaming pool of clear, bubbling water. In the northwest alcove is an 8-foot-tall pedestal of ice, atop which rests a large crystal globe.

When the characters first see Syldi, read:
A wizened frost giant leans heavily on a long staff that ends in a flail, her clear blue eyes burning with malice. Draped in a thick mantle of furs and chainmail, she clutches a sparkling orb of purple glass and cackles to herself, as though fondly remembering a horror inflicted upon a bygone enemy.

Syldi is the mother of Svarhilda, the jarl's consort, and one of the most influential giants in the Glacial Rift. Syldi and Jarl Grugnur have no love for each other, and Grugnur keeps the old harridan at a distance by assigning her to frequent raids.

The ceilings in areas 4A, 4B, and 4D are 30 feet high and covered with icicles; the ceiling in area 4C is 40 feet high and smooth. The connecting tunnels are 20 feet high.

4A. Sleeping Quarters: Each of these caves contains two 5-foot-high ice ledges heaped with furs. These ledges serve as beds for the frost giants.

4B. Provisions Cave: This cave contains several bales of cloth, piles of hides, and numerous boxes and barrels of food and ale stolen by the giants.

Containers: These crates and barrels are difficult terrain.

4C. Waterspring Cave: A steaming spring of warm water bubbles up from below to form a 5-foot-deep pool. The water is fresh and cools quickly once removed from the pool. In front of the spring, the giants have carved four large chairs and a tablelike slab from the ice.

Communication Globe: In the northwest corner of the cavern, atop an 8-foot-tall pedestal of sculpted ice, rests a scintillating crystal globe that is 2 feet in diameter. The globe is magically linked to a similar globe in area 20E and is half of a two-way communication device that allows the occupants of this cavern to warn the frost giant jarl of trouble. Any creature that touches a globe can see through its sister globe and can speak and be heard by creatures within earshot of the sister globe. Touching the globe again deactivates it. If either crystal globe is destroyed (AC/Reflex 5, Fortitude 10; immune to cold, fire, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage; hp 20), both globes cease to function.

4D. Icy Larder: The giants keep large and small pieces of frozen meat in this cave. The meat comes from humans, dwarves, and other enemies of the giants.

Treasure: Syldi carries a +4 *orb of drastic resolutions*.

Tactics: Syldi fights wisely. First, she uses wall of frost to create a barrier between her and some of the characters, and then she targets those she can still see with *freezing bolt*. If possible, she does so while standing in a square filled with the blood of Cryonax (see "Special Terrain Features," page 4). She uses the power of her *orb of drastic resolutions* at the first available opportunity. When her wall recharges, she uses it to separate her enemies and tries to sustain one or both walls each turn.

The frost giants try to protect Syldi. They draw their greataxes and enter the fray, using *chilling strike* as often as possible and barking orders at the trolls.

The ice troll grunts maneuver to provide flanking for the giants and one another, keeping foes pinned down in their auras.

Development

If Syldi is bloodied or if two frost giants are overcome, she uses the crystal globe in the northwest alcove to warn Grugnur and Svarhilda. Syldi then sues for peace, trying to bide her time until reinforcements arrive.

If alerted, the jarl sends reinforcements to deal with the intruders (see "Giant Reinforcements," page 3). However, Grugnur isn't eager for Syldi to survive, so he instructs the reinforcements first to rouse the ogre mercenaries in area 9 and then to scour the caverns for signs of intruders. If the characters have already killed the ogres, Grugnur's reinforcements search the caverns on their own.

Frost Giant Ice Shaper — **Level 19 Controller (Leader)**
Large elemental humanoid (cold, giant) — XP 2,400

HP 182; **Bloodied** 91 — **Initiative** +12
AC 32, **Fortitude** 31, **Reflex** 29, **Will** 32 — **Perception** +16
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Freezing Flail (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +24 vs. AC
Hit: 2d12 + 14 cold damage.

Freezing Bolt (cold) ✦ **At-Will**
Attack: Ranged 20 (one creature); +22 vs. Reflex
Hit: 2d10 + 16 cold damage, and the target is immobilized (save ends).

Wall of Frost (cold, conjuration) ✦ **Recharge** ⚅
Effect: Wall 8 within 10; the giant conjures a wall of swirling snow that lasts until the end of the giant's next turn. The wall can be up to 6 squares high, and it is lightly obscured and difficult terrain. A creature that starts its turn adjacent to the wall takes 5 cold damage, and a creature that enters the wall or starts its turn there takes 15 cold damage. A creature can take this damage only once per turn.
Sustain Minor: The wall persists until the end of the giant's next turn.

Minor Actions

Ice Slide ✦ **At-Will**
Attack: Ranged 10 (one creature); +22 vs. Fortitude
Hit: The giant slides the target up to 3 squares.

Ice Armor ✦ **Recharge** ⚄ ⚅
Effect: Close burst 10 (one ally in the burst); the target gains resist 10 to all damage until the end of the giant's next turn.

Skills Arcana +14, Heal +21, Intimidate +20
Str 21 (+14) — **Dex** 16 (+12) — **Wis** 25 (+16)
Con 22 (+15) — **Int** 10 (+9) — **Cha** 22 (+15)
Alignment evil — **Languages** Giant, Primordial
Equipment chainmail, flail

Because of her *orb of drastic resolutions*, Syldi also has the following power.

Triggered Actions

Orb of Drastic Resolutions (implement) ✦ **Daily**
Trigger: Syldi reduces an enemy to 0 hit points or fewer with *freezing bolt* or *wall of frost*.
Effect (Free Action): Close burst 10 (one enemy in the burst); the target is immobilized (save ends) or weakened (save ends).

3 Frost Giants — **Level 17 Brute**
Large elemental humanoid (cold, giant) — XP 1,600 each

HP 201; **Bloodied** 100 — **Initiative** +11
AC 29, **Fortitude** 32, **Reflex** 27, **Will** 28 — **Perception** +13
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Icy Greataxe (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 3d12 + 11 cold damage, or 2d12 + 47 cold damage if the giant scores a critical hit.

Chilling Strike (cold, weapon) ✦ **Recharge** ⚄ ⚅
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 5d12 + 15 cold damage, and the target gains vulnerable 10 cold (save ends).

Skills Athletics +19
Str 23 (+14) **Dex** 16 (+11) **Wis** 20 (+13)
Con 21 (+13) **Int** 10 (+8) **Cha** 12 (+9)
Alignment evil **Languages** Giant
Equipment hide armor, greataxe

4 Ice Troll Grunts — **Level 15 Minion Brute**
Large natural humanoid (cold) — XP 300 each

HP 1; a missed attack never damages a minion. **Initiative** +9
AC 27, **Fortitude** 29, **Reflex** 27, **Will** 25 — **Perception** +7
Speed 8
Immune cold

Traits

Emanating Cold ✦ **Aura** 1
Any enemy that starts its turn in the aura is slowed until the start of its next turn.

Troll Healing (healing)
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it returns to life with 1 hit point. If an attack hits the troll and deals acid or fire damage while the troll is unconscious, it does not return to life in this way.

Standard Actions

Maul (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +20 vs. AC
Hit: 14 damage.

Str 22 (+13) **Dex** 15 (+9) **Wis** 11 (+7)
Con 23 (+13) **Int** 9 (+6) **Cha** 8 (+6)
Alignment chaotic evil **Languages** Giant
Equipment maul

5. Glacial Rift

Combat Encounter Level 17 (8,000 XP)

Icy ledges cling to the sides of the 300-foot-deep rift, and elevation markers on the maps indicate the heights of the ledges above the rift floor. The bottom 100 feet of the rift is lightly obscured by mist, and the floor is covered with snowdrifts, frozen pools, and jagged spires of ice and rock.

Characters can reach the rift floor by climbing down the rough-hewn stairs that cling to each face of the rift or by scaling the icy walls (DC 22 Athletics check).

The rift is home to several dangerous creatures, including a remorhaz, a pair of white puddings, and a skeletal frost giant named Kvaltigar. Three years ago, Kvaltigar was the frost giant jarl, until he was betrayed and murdered by Grugnur, his brother. Grugnur burned the body and tossed the remains into the rift. However, Kvaltigar's spirit refused to leave the mortal world. He and his pet claim the bottom of the rift as their demesne, hunting down and slaughtering all trespassers.

Light: Bright (mist-obscured daylight) or dim (light filtering from above at night).

Monsters: Kvaltigar, Wintermaw.

When the party reaches the rift's bottom, read:
The floor of the rift is a maze of ice hillocks and snowy mounds, with peaks of ice and rock thrusting up here and there like fangs. The stabbing cold makes every minute an ordeal, and a thick mist reduces visibility.

When a character sees Kvaltigar and Wintermaw, read:
From curtains of swirling mist, two massive shapes emerge. The first is a monstrous white hound, its fanged mouth large enough to swallow a person whole. Spiked armor and cold mist rise from its arched back. A few paces behind the hound walks a giant skeleton clad in blackened armor, clutching a greataxe with a blade hewn from black ice.

Kvaltigar blames himself for trusting Grugnur and holds no hope of reclaiming the Iceskull Throne. Instead, he vents his wrath upon any intelligent creature that dares to traverse the base of the rift. (He tolerates the white puddings in area 6 and the remorhaz in area 7D.) The skeletal giant has a companion that joins him in the hunt—a winter wolf he named Wintermaw. The beast wears armor that is spiked with icy bone and fitted to its muscular frame.

Kvaltigar and Wintermaw patrol the rift once during the day and once during the night. The rest of the time, they reside in a rocky cave carved into the base of the rift (area 5D). They hear any characters

who descend the steps along the western face of the rift, and they respond to sounds of combat in area 6.

When the characters find area 5D, read:
You spot a rocky cave on the floor of the rift beneath the icy staircase that ascends its western face. The cave opening is roughly circular, with icicles hanging overhead. Beyond this fanged maw lies a cavern lined with frost. Inside, an ice-covered iron chest sits in a darkened alcove.

5A. North End: The north end of the rift is narrow, and the floor is jagged, uneven, and difficult to traverse.

5B. Central Rift: Kvaltigar and Wintermaw claim the central rift as their private hunting ground.

5C. South End: This rift section lies beyond the lair of the remorhaz (area 7D). Frost giant sentries at areas 7A and 7C also watch over the south end. A sinkhole near the southern wall descends 100 feet.

5D. Kvaltigar's Cave: The skeletal frost giant and his pet occupy this rocky cave carved into the northwestern base of the rift. Unlike the other caves that branch off from the rift, this one is dark and unlit.

Kvaltigar wields the *Axe of the Glacial Rift*. The rest of his treasure is sealed in an ice-covered iron chest tucked in an alcove. The chest is unlocked but cannot be opened until the surrounding ice is chipped away or melted (AC/Reflex 5, Fortitude 15; immune to cold, necrotic, poison, psychic, forced movement, all conditions, ongoing damage; vulnerable 10 fire; hp 50). The chest contains a +4 *cloak of survival* (or another level 19 uncommon magic item), a +4 *flame-burst longbow* (or another level 18 uncommon magic item), and a sack of 200 pp.

Tactics: Kvaltigar and Wintermaw like to take advantage of squares filled with the blood of Cryonax (see "Special Terrain Features," page 4).

Kvaltigar uses *flying axe* to attack enemies at range before engaging in melee, following up with *lure of death* to draw enemies within his aura. Once in melee

Kvaltigar, Skeletal Frost Giant **Level 19 Elite Soldier**
Large elemental humanoid (cold, giant, undead) XP 4,800

HP 370; **Bloodied** 185 **Initiative** +15
AC 35, **Fortitude** 32, **Reflex** 30, **Will** 31 **Perception** +15
Speed 8 (ice walk) Darkvision
Immune disease, poison; **Resist** 15 cold, 15 necrotic; **Vulnerable** 10 radiant
Saving Throws +2; **Action Points** 1

Traits

Grip of Death (cold, necrotic) ✦ **Aura** 2
The aura is difficult terrain for enemies. Any enemy that willingly leaves the aura takes 10 cold and necrotic damage.

Icebound Footing
When an effect pulls, pushes, or slides Kvaltigar, he can choose to move 2 squares fewer than the effect specifies. He can make a saving throw to avoid falling prone when an attack would knock him prone.

Standard Actions

Axe (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +24 vs. AC
Hit: 2d12 + 14 cold damage, or 2d12 + 4d8 + 38 cold damage on a critical hit, and the target falls prone.

Flying Axe (cold, weapon) ✦ **At-Will**
Attack: Ranged 10 (one creature); +24 vs. AC
Hit: 2d12 + 14 cold damage, or 2d12 + 4d8 + 38 cold damage if Kvaltigar scores a critical hit, and Kvaltigar pulls the target up to 5 squares.
Effect: The weapon returns to Kvaltigar's hand.

Sweeping Axe ✦ **At-Will**
Effect: Kvaltigar uses *axe* twice.

Minor Actions

Blade Change ✦ **At-Will**
Effect: Kvaltigar changes the damage type of his weapon attacks to cold or to untyped.

Lure of Death (cold, gaze, necrotic) ✦ **Recharge** when Kvaltigar hits with *flying axe*
Attack: Ranged 5 (one creature); +22 vs. Fortitude
Hit: 3d10 + 12 cold and necrotic damage, and Kvaltigar pulls the target up to 5 squares.

Inescapable Cold (weapon) ✦ **Daily**
Effect: Close burst 5 (enemies in the burst); the target gains vulnerable 10 cold (save ends).

Triggered Actions

Death Swipe (necrotic) ✦ **Encounter**
Trigger: Kvaltigar drops to 0 hit points.
Effect (Free Action): Kvaltigar uses *axe*. If he hits, the target also takes ongoing 10 necrotic damage (save ends).

Skills Athletics +20, Intimidate +17
Str 22 (+15) **Dex** 18 (+13) **Wis** 22 (+15)
Con 25 (+16) **Int** 10 (+9) **Cha** 17 (+12)
Alignment chaotic evil **Languages** Common, Giant
Equipment plate armor, *Axe of the Glacial Rift*

combat, the skeletal giant uses *inescapable cold*, and then focuses his melee attacks on enemies vulnerable to cold. If he can't get into melee with anyone, Kvaltigar uses *flying axe* and *lure of death* in combination to pull an enemy to him. If he faces enemies that have strong cold resistance, Kvaltigar uses *blade change* to make his axe deal untyped damage.

Wintermaw remains mobile and uses *mauling run*, dragging enemies to Kvaltigar and away from their allies. At every available opportunity, it uses *frost storm* and avoids catching Kvaltigar in the blast.

Axe of the Glacial Rift Level 19 Rare
The blade of this greataxe is carved from black ice, and its iron haft is cold to the touch.

Weapon: +4 greataxe 105,000 gp
Enhancement Bonus: Attack rolls and damage rolls
Critical: +4d8 cold damage

Properties
✦ While holding this weapon, you have resist 10 cold.
✦ This weapon is considered to be a heavy thrown weapon with a range of 5/10.

Utility Power ✦ At-Will (Minor Action)
Effect: Until you use this power again, you change the weapon's damage type to cold or to untyped.

Utility Power ✦ Daily (Minor Action)
Trigger: You hit an enemy with an attack using this weapon.
Effect: Close burst 5 (enemies in the burst); the target gains vulnerable 10 cold (save ends).

Wintermaw, Winter Wolf **Level 17 Elite Skirmisher**
Large elemental magical beast XP 3,200

HP 332; **Bloodied** 166 **Initiative** +15
AC 31, **Fortitude** 30, **Reflex** 29, **Will** 28 **Perception** +17
Speed 8 (ice walk) Low-light vision
Resist 20 cold
Saving Throws +2; **Action Points** 1

Traits

Slashing Armor (cold) ✦ **Aura** 1
Any enemy in the aura that attacks Wintermaw during its turn takes 10 damage and 5 cold damage.

Standard Actions

Bite (cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 2d12 + 7 damage plus 1d10 cold damage, or 3d12 + 7 damage plus 1d10 cold damage against a prone target.

Mauling Run ✦ **At-Will**
Effect: Wintermaw shifts up to half its speed and uses *bite*, and if it hits, the target falls prone. Wintermaw then shifts up to half its speed again, pulling a prone target with it to a square adjacent to it, and uses *bite* again.

Frost Storm (cold, zone) ✦ **Recharge** ⚄ ⁞⁞
Attack: Close burst 2 (creatures in the burst); +20 vs. Fortitude
Hit: 4d8 + 14 cold damage.
Miss: Half damage.
Effect: The burst creates a zone of difficult terrain that lasts until the end of Wintermaw's next turn. Creatures that have ice walk ignore this difficult terrain.

Str 24 (+15) **Dex** 21 (+13) **Wis** 19 (+12)
Con 22 (+14) **Int** 10 (+8) **Cha** 16 (+11)
Alignment evil **Languages** Common, Giant

6. Snowy Mounds

Combat Encounter Level 14 (5,600 XP)

Two white puddings lurk here. They greatly resemble mounds of snow.

Perception DC 31: The character spots the nearest white pudding.

Light: Bright (mist-obscured daylight) or dim (light filtering from above at night).

Monsters: 2 white puddings.

If the characters spot the puddings, read:
The floor of the rift is covered with snowy mounds and drifts. However, two of the mounds don't look quite right. They shift form slightly as you approach.

If the puddings surprise the party, read:
Snowy mounds and drifts surround you. Suddenly, two of the drifts sprout pseudopods and attack.

The bottom 100 feet of the rift is lightly obscured by mist. Scaling the icy walls requires DC 22 Athletics checks.

Tactics: The white puddings try to engulf enemies, using their amorphous bodies to move without provoking opportunity attacks. Whenever a white pudding is struck by a weapon attack, it splits to create a white pudding spawn. A white pudding spawn attacks any creature grabbed by its "parent" or, in the absence of such a creature, the nearest enemy.

White puddings pursue fleeing prey but abandon the pursuit if their quarry moves more than 10 squares away. If attacked at range and unable to fight back, the white puddings crawl into narrow cysts or fissures in the rift walls or floor, giving their attackers neither line of sight nor line of effect.

2 White Puddings **Level 16 Elite Brute**
Large natural beast (blind, cold, ooze) XP 2,800 each

HP 388; **Bloodied** 194 **Initiative** +12
AC 28, **Fortitude** 30, **Reflex** 27, **Will** 26 **Perception** +8
Speed 4, climb 3 Blindsight 10
Immune blinded, gaze; **Resist** 15 acid, 15 cold; **Vulnerable** 10 fire
Saving Throws +2; **Action Points** 1

Traits

Icy Camouflage
If the pudding is in icy or snowy surroundings, until the pudding takes an action, a creature must succeed on a DC 31 Perception check to recognize that the pudding is a creature. In such surroundings, the pudding gains a +5 bonus to Stealth checks.

Mercurial Body
The pudding ignores difficult terrain and cannot be knocked prone.

Ooze
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

⊕ **Slam** (cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: 2d10 + 13 cold damage, and the target is slowed (save ends).

⸸ **Engulf** (acid, cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: 2d10 + 13 acid and cold damage, and the pudding grabs the target (escape DC 22).

⸸ **Digest** (acid, cold) ✦ **At-Will**
Effect: Melee 1 (one creature grabbed by the pudding); 3d10 + 13 acid and cold damage.

Triggered Actions

Split ✦ **At-Will**
Trigger: An enemy hits the pudding with a weapon attack.
Effect (No Action): A white pudding spawn appears in a square adjacent to the pudding or in the nearest unoccupied square.

Str 16 (+11)	**Dex** 18 (+12)	**Wis** 11 (+8)
Con 24 (+15)	**Int** 1 (+3)	**Cha** 1 (+3)

Alignment unaligned **Languages** –

White Pudding Spawn **Level 16 Minion Brute**
Medium natural beast (blind, cold, ooze) XP –

HP 1; a missed attack never damages a minion. **Initiative** +10
AC 28, **Fortitude** 28, **Reflex** 25, **Will** 23 **Perception** +8
Speed 4, climb 3 Blindsight 10
Immune acid, cold, blinded, gaze

Traits

Icy Camouflage
If the pudding is in icy or snowy surroundings, until the pudding takes an action, a creature must succeed on a DC 31 Perception check to recognize that the pudding is a creature. In such surroundings, the pudding gains a +5 bonus to Stealth checks.

Mercurial Body
The pudding ignores difficult terrain and cannot be knocked prone.

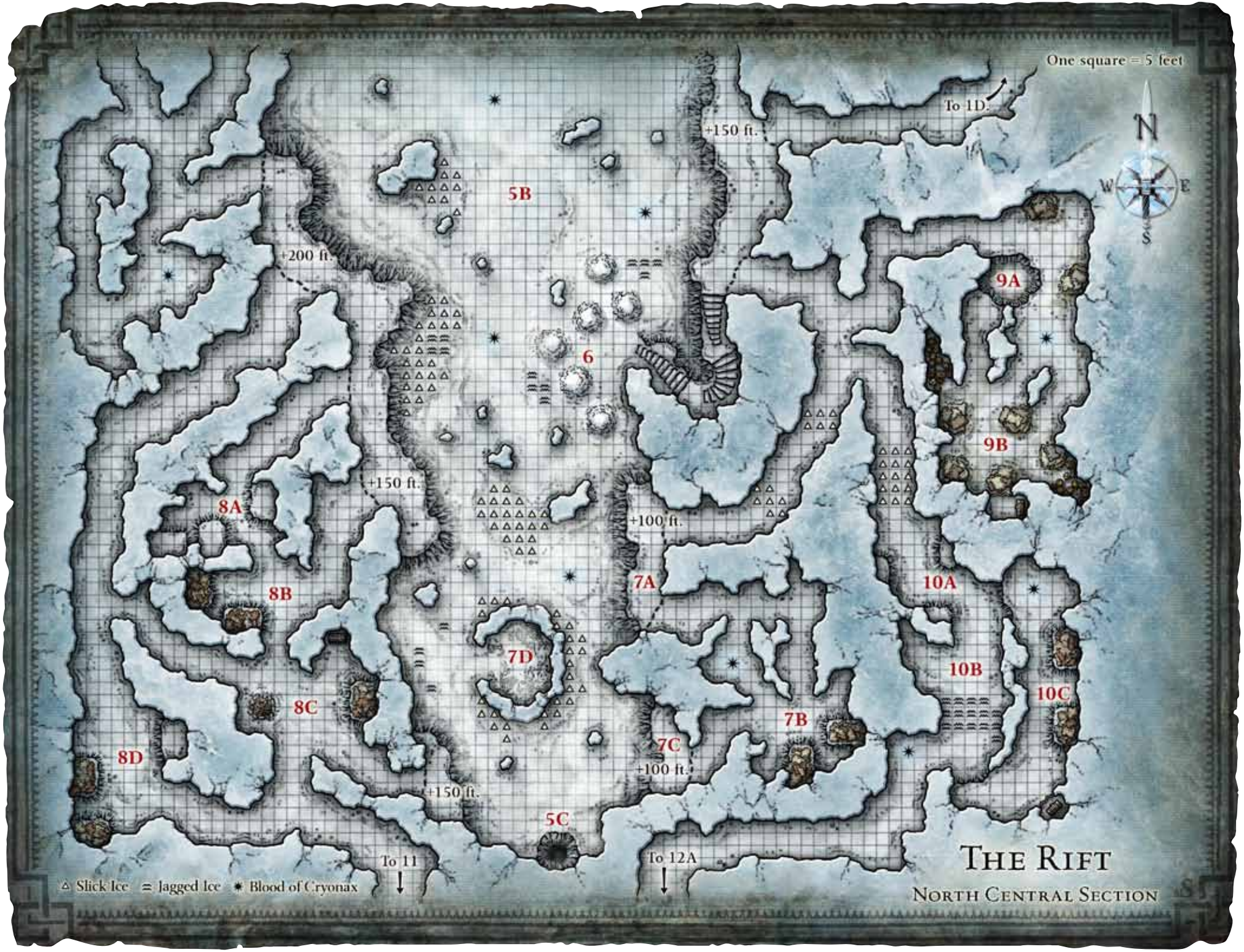
Ooze
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

⊕ **Slam** (acid, cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: 15 acid and cold damage.

Str 16 (+11)	**Dex** 15 (+10)	**Wis** 11 (+8)
Con 20 (+13)	**Int** 1 (+3)	**Cha** 1 (+3)

Alignment unaligned **Languages** –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To 1D.
N
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5B
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+150 ft.
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8D
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+100 ft.
+150 ft.
5C
To 11
To 12A
Slick Ice
Jagged Ice
Blood of Cryonax
THE RIFT
NORTH CENTRAL SECTION

7. Ice Dome and Overlook

Combat Encounter Level 17 (9,600 XP)

At the base of the rift lies a dome of snow-covered ice—the lair of a remorhaz. Two frost giants stand atop ledges overlooking the lair, watching for trouble.

Light: Bright (mist-obscured daylight) or dim (light filtering from above at night).

Monsters: 1 remorhaz, 2 frost giant marauders.

When the characters approach area 7D, read:
Ahead, through the mist, you see a 20-foot-high dome of snow-covered ice with an opening in one side.

The remorhaz entered the rift through the sinkhole in area 5C and made a home for itself. The giants would like to be rid of the creature, but it has proven a worthy and resilient adversary. The two guards have a decent view of the remorhaz's lair and the surrounding area.

The bottom 100 feet of the rift is lightly obscured by mist. Scaling the icy walls requires DC 22 Athletics checks.

7A. Guarded Ledge: A frost giant marauder stands atop this 100-foot-high ledge, watching area 7D and the western ledges for signs of trouble.

Remorhaz — **Level 21 Elite Brute**
Huge elemental beast — XP 6,400

HP 480; **Bloodied** 240 — **Initiative** +18
AC 33, **Fortitude** 28, **Reflex** 30, **Will** 27 — **Perception** +15
Speed 6, burrow 4 (tunneling) — Low-light vision
Resist 15 fire
Saving Throws +2; **Action Points** 1

Traits

Blistering Heat (fire) ✦ **Aura** 2
Any creature that starts its turn in the aura takes 10 fire damage.

Standard Actions

Bite ✦ **At-Will**
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 3d12 + 17 damage, and the remorhaz grabs the target (escape DC 26). While grabbing a target, the remorhaz can bite only that target.

Immolating Carapace (fire) ✦ **Recharge** ⚅
Attack: Close burst 1 (creatures in the burst); +24 vs. Reflex
Hit: 4d10 + 15 fire damage, and ongoing 15 fire damage until the target ends its turn in a space that is not adjacent to the remorhaz.

Trample ✦ **At-Will**
Effect: The remorhaz moves up to its speed and can move through enemies' spaces during the move. Each time the remorhaz enters an enemy's space for the first time during the move, it makes the following attack against that enemy.
Attack: Melee 0 (enemy in the space); +24 vs. Reflex
Hit: 2d12 + 15 damage, and the target falls prone.

Minor Actions

Swallow (fire) ✦ **At-Will**
Attack: Melee 2 (one creature grabbed by the remorhaz); +24 vs. Fortitude
Hit: The grab ends, and the target is swallowed (escape DC 26). While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the remorhaz and other creatures swallowed by the remorhaz. Nothing has line of sight or line of effect to the target except other creatures swallowed by the remorhaz. If the target attacks the remorhaz using a close or an area attack that targets creatures other than enemies, that attack targets all other creatures swallowed by the remorhaz. While swallowed, the target takes 15 damage plus 20 fire damage at the end of its turn. When the effect ends or the remorhaz drops to 0 hit points, the target appears in a square of its choice adjacent to the remorhaz.

Triggered Actions

Enraged Heat (fire) ✦ **At-Will**
Trigger: While the remorhaz is bloodied, an enemy hits the remorhaz with a melee attack.
Effect: Melee 1 (triggering enemy); 10 fire damage.

Str 23 (+16)	**Dex** 26 (+18)	**Wis** 21 (+15)
Con 20 (+15)	**Int** 5 (+7)	**Cha** 10 (+10)

Alignment unaligned — **Languages** –

2 Frost Giant Marauders — **Level 17 Skirmisher**
Large elemental humanoid (cold, giant) — XP 1,600 each

HP 168; **Bloodied** 84 — **Initiative** +14
AC 31, **Fortitude** 31, **Reflex** 28, **Will** 27 — **Perception** +11
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Icy Handaxe (cold, weapon) ✦ **At-Will**
Attack: Melee 2 or Ranged 10 (one creature); +22 vs. AC
Hit: 2d6 + 6 cold damage.
Effect: The giant shifts up to 2 squares.

Twin Strike ✦ **At-Will**
Effect: The giant uses *icy handaxe* twice and can shift up to 2 squares between the attacks.

Hurling Charge ✦ **Encounter**
Effect: The giant uses *icy handaxe* twice as ranged attacks and then charges one of the targets.

Skills Athletics +18

Str 21 (+13)	**Dex** 19 (+12)	**Wis** 17 (+11)
Con 24 (+15)	**Int** 10 (+8)	**Cha** 12 (+9)

Alignment evil — **Languages** Giant
Equipment 8 handaxes

7B. Giant Quarters: This cave contains two 5-foot-high ice ledges heaped with furs. The two frost giant marauders sleep here.

7C. Guarded Ledge: A frost giant marauder stands atop this ledge, watching area 5C, area 7D, and the far western ledge.

7D. Snow-Covered Ice Dome: This 20-foot-high dome of snow-covered ice has an opening in the western wall. The glassy-smooth floor of the den is littered with the skeletal remains of young frost giants sent to obtain some of the fiery blood of the remorhaz as a rite of passage into adulthood. Characters who search through the bones find a +4 *pact blade dagger* (or

another level 18 uncommon magic item) and assorted mundane items (see "Treasure," page 3).

Tactics: The remorhaz uses *bite* and swallows those it grabs with its jaws while relying on its *blistering heat* aura to damage other enemies that get too close. When surrounded by multiple foes, it uses *immolating carapace* or *trample*.

The frost giant marauders attack the remorhaz if it's the only target they can see. They hurl axes at any intruders they spot on the rift floor. Because they're throwing down at the characters, the range for their axes increases to ranged 20. However, they take a –2 penalty to hit targets on the rift floor, which stacks with the obscuring mist, for a total –4 penalty to attack rolls. The frost giants have cover against characters on the rift floor. If they miss the characters consistently, the giants climb down to attack the intruders.

Development

The giants might retreat to area 9 or area 10 to gather the ogres or other frost giants. After doing so, they lead an attack against any characters who remain on the rift floor.

Conclusion

Characters who slay the remorhaz can skin the creature to complete a special quest (see "Quests," page 2).

8. Giant Emissaries

Combat Encounter Level 17 (9,200 XP) plus two Skill Challenges (2,000 XP each)

Jarl Grugnur frequently entertains emissaries sent by the other giant lords. Several giants are camped here, waiting for a summons from the jarl or orders to join the next raid. The hill giants and stone giants take their lead from the fire giant, Lord Felskar. Clever characters can talk their way past these giants instead of fighting them and possibly even forge alliances with some of them (see "Optional Skill Challenges" below).

Light: Bright (daylight or torches and fire pit).

Noise: Characters who approach areas 8B and 8C can make a check to overhear the stone giants expressing their eagerness to leave the rift and return home to Howling Crag. They can also see Lord Felskar pacing back and forth, grumbling about how he's "forced to wait for eternity while that blazing idiot, Hasskarth, whispers nonsense in the jarl's ear!" These outbursts are expressed in Giant.

Monsters: 3 hill giants, 2 stone giants, Lord Felskar (fire giant lavamaster), 2 firebred hell hounds.

When the characters explore area 8C, read:
This cave is slightly warmer than the others and illuminated by a flaming pyre in a shallow pit. Across from the fire pit, a 5-foot-high shelf has been carved out of the ice and heaped with bearskins to form a crude bed. Tucked in an alcove is an ornate iron chest.

The ceilings in areas 8A and 8B are 30 feet high. The ceilings in areas 8C and 8D are 40 feet high. The interconnecting tunnels are 20 feet high.

8A. Empty Quarters: This cave contains three bare 5-foot-high ledges carved out of the ice.

8B. Stone Giant Quarters: Two stone giant emissaries dwell here. Their beds are 5-foot-high ice ledges heaped with furs.

The stone giants serve Thane Arnak and have already paid tribute to Jarl Grugnur, so they want to return home. They are not on friendly terms with the hill giants. Each carries a pouch containing five 1,000-gp gems.

8C. Lord Felskar's Quarters: The fire giant emissary, Lord Felskar, resides here and bears a message from King Snurre (which he won't share with anyone except the frost giant jarl). Felskar also has two hell hounds that follow him wherever he goes.

Felskar is waiting to confer with Jarl Grugnur and is frustrated that the meeting has been delayed. For that, he blames the jarl's advisor, a fire giant named Hasskarth. The two fire giants despise each other.

Felskar's bed is a slab of ice covered with furs, and he keeps a large, locked iron chest in an alcove (DC 25 Thievery check to open; Felskar carries the key). The chest contains a platinum flute (7,500 gp), a ceremonial gold dagger with a ruby set in the pommel (7,500 gp), 2,000 gp, and assorted mundane items (see "Treasure," page 3). The flute and dagger are intended as tribute for Jarl Grugnur. The coins and other items belong to Felskar.

Fire Pit: This stone-lined pit is difficult terrain. Any creature that enters the fire pit or starts its turn there takes 10 fire damage and ongoing 5 fire damage (save ends). A creature can take this damage only once per turn.

8D. Hill Giant Quarters: Three hill giant emissaries sleep atop 5-foot-high ledges of ice covered with furs. They represent Chief Nosnra and have already paid tribute to Jarl Grugnur. The hill giants look forward to joining the next raid.

Tactics: Two of the hill giants rush forward and smash enemies with their greatclubs while the third hangs back and hurls rocks. If the characters succeed on the skill challenge and win the allegiance of the stone giants, the hill giants focus their attacks on the treacherous stone giants.

The stone giants prefer melee, but they hurl rocks when they can't close with their foes. If the characters succeed on the skill challenge to win the stone giants' allegiance, the stone giants turn on the hill giants first, Lord Felskar's hell hounds second, and Lord Felskar third.

Felskar prefers to attack with his ranged and area attacks, counting on his hounds to hold enemies at bay. He likes to use magma lash to pull ranged attackers close to him.

Optional Skill Challenges

During this encounter, the characters have the option to engage in two skill challenges—one to convince the stone giants to join their side, and another to persuade Lord Felskar to stand down and let them go about their business. These optional skill challenges likely unfold in the midst of battle. Each skill challenge has its own measure of success and must be tracked separately.

Skill Challenge: Turning the Stone Giants

In this skill challenge, the characters try to gain the allegiance of the despondent stone giants.

Level: 14 (2,000 XP).

Complexity: 2 (requires 6 successes before 3 failures).

Primary Skills: Arcana, Bluff, Diplomacy, History.

Arcana or History (DC 29; minor action 1/round): The character reminds the giants of a time in history when stone giants enjoyed a peaceful coexistence with humans, dwarves, and other humanoid races.

Bluff (DC 21; minor action 1/round): The character convinces the stone giants that the heroes are working for Thane Arnak, contrives another lie to win their allegiance, or tricks them into thinking that the hill giants are on the verge of betraying them.

Diplomacy (DC 21; minor action 1/round): The character sways the unaligned stone giants toward the side of good, turning them against their evil allies.

Secondary Skills: Insight, Intimidate.

Insight (DC 21; minor action 1/round): The character senses the stone giants' apparent animosity toward the hill giants or their eagerness to return home, and this knowledge helps the party win their favor. This check doesn't count as a success or failure in the challenge, but a successful check provides a +2 bonus to the party's next Bluff or Diplomacy check made as part of this challenge.

Intimidate (DC 29; minor action 1/round): The character bullies the stone giants into hearing what the party has to say. This check doesn't count as a success or failure toward the completion of the challenge, but it provides a +2 bonus (if the check succeeds) or a -2 penalty (if the check fails) on all checks made as part of this challenge until the start of the character's next turn.

Healing: A character who uses a power that allows a bloodied stone giant to spend a healing surge gains one success in this skill challenge.

Success: The stone giants stop attacking the characters and turn against the hill giants and Lord Felskar (if he hasn't already been neutralized). After helping the characters in this encounter, the stone giants leave for home.

Failure: The stone giants perceive the characters as enemies and attack them without reprieve.

Skill Challenge: Quelling Lord Felskar

In this skill challenge, the characters try to persuade Lord Felskar to stand down and let them pass.

Level: 18 (2,000 XP).

Complexity: 1 (requires 4 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, Intimidate, Thievery.

Bluff (DC 32; minor action 1/round): The character tries to convince Lord Felskar that the party works for King Snurre or another giant lord. Alternatively, the character tries to make Felskar believe that allowing the party to continue unimpeded could yield a reward, such as Hasskarth's untimely demise.

Diplomacy (DC 32; minor action 1/round): The character shows Felskar the respect he claims to deserve.

Intimidate (DC 32; minor action 1/round): The character promises Lord Felskar a world of hurt or a shortened life span unless he stands down.

Thievery (DC 32; standard action): The character snatches something of value from Felskar, such as the key to his iron chest—something that can be used to strike a bargain with the fire giant. This skill can be used to gain one success in the challenge.

Secondary Skill: Insight.

Insight (DC 23; minor action 1/round): The character determines whether Lord Felskar is ripe for deception, diplomacy, or intimidation. This check doesn't count as a success or failure in the challenge, but a successful check provides a +2 bonus to the party's next Bluff, Diplomacy, or Intimidate check made as part of this challenge.

Healing: A character who uses a power that allows Lord Felskar to spend a healing surge gains one success in this skill challenge.

Success: Felskar stops attacking the party and orders the hell hounds and the other giants to do the same. The characters are free to press on, and neither Lord Felskar nor the other giants raise an alarm.

Failure: Lord Felskar perceives the characters as enemies and presses the attack, fighting until slain.

3 Hill Giants			**Level 13 Brute**
Large natural humanoid (earth, giant)			XP 800 each
HP 159; **Bloodied** 79			**Initiative** +5
AC 25, **Fortitude** 27, **Reflex** 23, **Will** 25			**Perception** +7
Speed 8			
STANDARD ACTIONS			
⊕ **Greatclub** (weapon) ✦ **At-Will**			
Attack: Melee 2 (one creature); +18 vs. AC			
Hit: 3d10 + 11 damage.			
↗ **Hurl Rock** (weapon) ✦ **At-Will**			
Attack: Ranged 10 (one creature); +18 vs. AC			
Hit: 2d10 + 8 damage.			
⸸ **Sweeping Club** (weapon) ✦ **Encounter**			
Attack: Melee 2 (one or two creatures); +18 vs. AC			
Hit: 3d10 + 11 damage, and the giant pushes the target up to 2 squares and knocks it prone.			
Str 21 (+11)	**Dex** 8 (+5)	**Wis** 12 (+7)	
Con 19 (+10)	**Int** 7 (+4)	**Cha** 9 (+5)	
Alignment chaotic evil **Languages** Giant			
Equipment greatclub, 5 rocks			

2 Stone Giants **Level 14 Soldier**
Large elemental humanoid (earth, giant) XP 1,000 each

HP 140; **Bloodied** 70 **Initiative** +12
AC 30, **Fortitude** 27, **Reflex** 24, **Will** 26 **Perception** +12
Speed 8 (earth walk) Low-light vision
Immune petrification

Standard Actions

Stone Greatclub (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 2d10 + 11 damage, and the target is marked until the end of the giant's next turn.

Hurl Rock ✦ **At-Will**
Attack: Ranged 20 (one creature); +21 vs. AC
Hit: 2d8 + 13 damage.

Staggering Sweep (weapon) ✦ **Recharge** when first bloodied
Attack: Close blast 2 (creatures in the blast); +19 vs. AC
Hit: 2d10 + 11 damage, the giant pushes the target 2 squares, and the target is marked until the end of the giant's next turn.
Effect: The giant shifts 2 squares but must remain within 2 squares of any creatures marked by it.

Triggered Actions

Hardened Threat ✦ **At-Will**
Trigger: A creature marked by the giant and within its reach moves or shifts.
Effect (Opportunity Attack): The giant makes a melee basic attack against the triggering creature.

Stone Bones ✦ **At-Will**
Trigger: The giant is hit by an attack.
Effect (Immediate Interrupt): The giant gains resist 5 to all damage against the triggering attack.

Skills Athletics +18, Stealth +15
Str 22 (+13) **Dex** 16 (+10) **Wis** 20 (+12)
Con 20 (+12) **Int** 10 (+7) **Cha** 11 (+7)
Alignment unaligned **Languages** Giant
Equipment greatclub, 3 rocks

Fire Giant Lavamaster **Level 17 Controller (Leader)**
Large elemental humanoid (fire, giant) XP 1,600

HP 164; **Bloodied** 82 **Initiative** +12
AC 31, **Fortitude** 31, **Reflex** 27, **Will** 28 **Perception** +13
Speed 8
Resist 15 fire

Traits

Hearthflames (fire, healing) ✦ **Aura** 2
Any enemy that ends its turn in the aura takes 10 fire damage. Any bloodied ally that starts its turn in the aura regains 10 hit points.

Standard Actions

Molten Sword (fire, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d10 + 14 fire damage.

Magma Lash (fire) ✦ **Recharge** when no creature is grabbed by the lavamaster
Attack: Ranged 5 (one creature); +20 vs. Reflex
Hit: 2d8 + 10 fire damage, and the lavamaster pulls the target up to 4 squares. If the target ends the movement adjacent to the lavamaster, it is grabbed by the lavamaster (escape DC 23).

Magma Burst (fire, zone) ✦ **At-Will**
Attack: Area burst 1 within 10 (enemies in the burst); +20 vs. Fortitude
Hit: 2d6 + 10 fire damage.
Effect: The burst creates a zone of difficult terrain that lasts until the end of the lavamaster's next turn. Any enemy that enters the zone or ends its turn there takes 10 fire damage. A creature can take this damage only once per turn.

Triggered Actions

Fiery Vendetta ✦ **At-Will**
Trigger: An enemy grabbed by the lavamaster attacks it.
Effect (Immediate Reaction): The lavamaster or one of its allies can make a melee basic attack against the triggering enemy as a free action.

Str 24 (+15) **Dex** 19 (+12) **Wis** 21 (+13)
Con 20 (+13) **Int** 15 (+10) **Cha** 16 (+11)
Alignment evil **Languages** Giant
Equipment chainmail, greatsword

2 Firebred Hell Hounds **Level 17 Brute**
Large elemental beast (fire) XP 1,600 each

HP 205; **Bloodied** 102 **Initiative** +10
AC 29, **Fortitude** 30, **Reflex** 28, **Will** 29 **Perception** +17
Speed 8
Resist 15 fire

Traits

Fire Shield (fire) ✦ **Aura** 1
Any enemy that enters the aura or starts its turn there takes 1d10 fire damage. A creature can take this damage only once per turn.

Standard Actions

Bite (fire) ✦ **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d10 + 14 damage plus 1d12 fire damage.

Fiery Breath (fire) ✦ **Recharge** ⚄ ⚅
Attack: Close blast 3 (creatures in the blast); +20 vs. Reflex
Hit: 3d10 + 15 fire damage.

Fiery Burst (fire) ✦ **Encounter**
Attack: Close burst 1 (creatures in the burst); +20 vs. Reflex
Hit: 4d10 + 15 fire damage.

Str 22 (+14) **Dex** 14 (+10) **Wis** 19 (+12)
Con 25 (+15) **Int** 2 (+4) **Cha** 12 (+9)
Alignment unaligned **Languages** –

9. Ogre Mercenaries

Combat Encounter Level 17 (8,400 XP)

A raucous band of ogres inhabits these caves. Their leader, Thurbash, has pledged his loyalty to Jarl Grugnur and waits for instructions. The ogres are looking forward to the next raid and spoiling for a fight.

Light: Bright (daylight or torches).

Noise: Characters automatically hear the shouts and laughter of the ogres as they approach.

Monsters: Thurbash (ogre champion), 6 arena-trained ogres.

Other Creatures: 9 dwarf rift slaves.

Ogre Champion **Level 15 Elite Soldier (Leader)**
Large natural humanoid XP 2,400

HP 302; **Bloodied** 151 **Initiative** +10
AC 31, **Fortitude** 29, **Reflex** 25, **Will** 27 **Perception** +8
Speed 8
Saving Throws +2; **Action Points** 1

Traits
☼ **Ground Pound** ✦ **Aura** 2
Allies in the aura deal 5 extra damage to prone targets.
Barreling Charge
When the ogre charges, it can use *double attack* as its charge attack.

Standard Actions
⊕ **Heavy Flail** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +20 vs. AC
Hit: 2d8 + 14 damage, and the target falls prone.
⸸ **Double Attack** ✦ **At-Will**
Effect: The ogre uses *heavy flail* twice.

Triggered Actions
⸸ **Flailing Fury** ✦ **At-Will**
Trigger: An enemy within 2 squares of the ogre makes an attack that does not include the ogre as a target.
Effect (Immediate Interrupt): The ogre uses *heavy flail* against the triggering enemy.

Str 23 (+13) **Dex** 13 (+8) **Wis** 12 (+8)
Con 23 (+13) **Int** 8 (+6) **Cha** 14 (+9)
Alignment chaotic evil **Languages** Common, Giant
Equipment chainmail, heavy flail

When the characters enter area 9A, read:
Large icicles hang from the 40-foot-high ceiling of this ice-hewn cavern. A pair of lounging ogres watches over several unhappy dwarves chained together at the bottom of a pit south of the entrance. Beyond the pit, farther south, three tunnels connect to another cavern that contains more heaps of furs and more ogres.

The ceilings in areas 9A and 9B are 40 feet high. The adjoining tunnels are 20 feet high.

If any ogres detect the characters, they rise and shout "Intruders!" in Giant. Their cries of alarm prompt nearby ogres to grab their weapons and come running.

6 Arena-Trained Ogres **Level 14 Brute**
Large natural humanoid XP 1,000 each

HP 173; **Bloodied** 86 **Initiative** +9
AC 26, **Fortitude** 27, **Reflex** 25, **Will** 24 **Perception** +10
Speed 8

Standard Actions
⊕ **Greataxe** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +19 vs. AC
Hit: 3d12 + 8 damage.
⸸ **Vorpal Sweep** (weapon) ✦ **Recharge** ⚅
Attack: Close burst 2 (enemies in the burst); +19 vs. AC
Hit: 2d12 + 5 damage, and ongoing 10 damage (save ends).

Skills Intimidate +10
Str 23 (+13) **Dex** 19 (+11) **Wis** 17 (+10)
Con 23 (+13) **Int** 8 (+6) **Cha** 6 (+5)
Alignment chaotic evil **Languages** Common, Giant
Equipment hide armor, greataxe

9 Dwarf Rift Slaves **Level 8 Minion Brute**
Medium natural humanoid XP –

HP 1; a missed attack never damages a minion. **Initiative** +3
AC 20, **Fortitude** 21, **Reflex** 19, **Will** 20 **Perception** +6
Speed 5 (2 while shackled) Low-light vision

Standard Actions
⊕ **Shackle Chains** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 10 damage.

Str 12 (+5) **Dex** 9 (+3) **Wis** 14 (+6)
Con 16 (+7) **Int** 10 (+4) **Cha** 10 (+4)
Alignment unaligned **Languages** Common, Dwarven, Giant
Equipment heavy furs, iron shackles

9A. Slaves' Cavern: Large icicles hang from the ceiling, and two heaps of furs serve as beds for two of Thurbash's ogres. Nine dwarf slaves huddle at the bottom of a rough pit that is 10 feet deep (DC 16 Athletics check to climb).

The dwarves wear shackles on their ankles. While shackled, a dwarf is slowed. Shackles can be unlocked with a DC 22 Thievery check or broken with a DC 29 Athletics check.

9B. Thurbash's Cavern: This cavern contains five beds of heaped animal furs for Thurbash and four other ogres. Behind Thurbash's heap is a tattered curtain concealing an alcove that holds a locked wooden chest (DC 22 Thievery check to open; Thurbash carries the key). The chest contains 10,000 gp, the keys to the dwarves' shackles, and assorted mundane items of no real value (see "Treasure," page 3). Two other alcoves are crammed full of stolen provisions, including barrels of ale and crates of food. Squares containing crates and barrels are difficult terrain.

Tactics: Thurbash and his ogres concentrate their melee attacks on prone enemies.

The dwarves know they are no match for the ogres. However, if battle turns against the characters, the dwarves help each other climb out of the pit and aid the characters' attacks or make untrained Heal checks to stabilize dying characters.

Conclusion

If freed, the dwarves offer their thanks before returning to the nearest dwarf clanhold. They know nothing about other locations in the rift.

10. Giant Caves

Combat Encounter Level 16 (7,500 XP)

The frost giants have placed guards here to prevent intruders from reaching the deeper caverns. The sentries include ice toads that croak loudly when they detect intruders, waking the winter wolves in area 10B and the giants in area 10C.

Light: Bright light (daylight or torches).

Monsters: 2 frost giant marauders, 2 winter wolf snowfangs, 5 young ice toads.

When the characters see the area, read:
The corridor swells to a width and height of 30 feet. Low ledges line the icy walls, and perched atop these ledges are fat white toads with thin tendrils of cold mist rising from their backs.

2 Frost Giant Marauders **Level 17 Skirmisher**
Large elemental humanoid (cold, giant) XP 1,600 each

HP 168; **Bloodied** 84 **Initiative** +14
AC 31, **Fortitude** 31, **Reflex** 28, **Will** 27 **Perception** +11
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Icy Handaxe (cold, weapon) ✦ **At-Will**
Attack: Melee 2 or Ranged 10 (one creature); +22 vs. AC
Hit: 2d6 + 6 cold damage.
Effect: The giant shifts up to 2 squares.

Twin Strike ✦ **At-Will**
Effect: The giant uses *icy handaxe* twice and can shift up to 2 squares between the attacks.

Hurling Charge ✦ **Encounter**
Effect: The giant uses *icy handaxe* twice as ranged attacks and then charges one of the targets.

Skills Athletics +18
Str 21 (+13) **Dex** 19 (+12) **Wis** 17 (+11)
Con 24 (+15) **Int** 10 (+8) **Cha** 12 (+9)
Alignment evil **Languages** Giant
Equipment 8 handaxes

If an ice toad detects the characters, read:
Suddenly, the nearest toad begins croaking loudly, and the others quickly join in.

Once awakened and alerted to the presence of intruders, the winter wolves emerge from their alcove to attack the following round, while the giants take up positions at the two ledges overlooking area 10B.

If the ice toads are dispatched quietly, the characters can catch the wolves and giants asleep. Sneaking past the sleeping winter wolves or the sleeping giants requires a successful DC 20 Stealth check (or group Stealth check, if the characters are moving as a group) opposed by the creatures' passive Perception checks.

2 Winter Wolf Snowfangs **Level 16 Lurker**
Medium natural magical beast (shapechanger) XP 1,400 each

HP 124; **Bloodied** 62 **Initiative** +19
AC 30, **Fortitude** 28, Reflex 29, **Will** 26 **Perception** +12
Speed 8 (ice walk) **Low-light vision**
Resist 20 cold

Traits

Icy Rending (cold)
The wolf deals 2d8 extra damage whenever it uses *bite* against any creature that is taking ongoing cold damage.

Standard Actions

Bite (cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 2d10 + 9 damage plus 1d8 cold damage.

Frigid Breath (cold) ✦ **Recharge** ⚄ ⚅
Attack: Close blast 5 (creatures in the blast); +19 vs. Reflex
Hit: 2d8 + 5 cold damage, and ongoing 10 cold damage (save ends).
Miss: Half damage.

Triggered Actions

Snow Zephyr (polymorph) ✦ **At-Will**
Trigger: The wolf takes damage from an enemy's attack.
Effect (Immediate Reaction): The wolf alters its physical form to appear as a whirling zephyr of snow until it uses *frigid breath*, takes a minor action to resume its wolf form, or drops to 0 hit points. While in this form, the wolf can use only its *frigid breath*, becomes insubstantial, and can shift its speed as a move action.

Skills Stealth +20, or +25 in snow or ice
Str 21 (+13) **Dex** 25 (+15) **Wis** 18 (+12)
Con 22 (+14) **Int** 10 (+8) **Cha** 11 (+8)
Alignment evil **Languages** Common, Giant

The ceilings in areas 10A and 10C are 30 feet high. The ceiling in area 10B is 40 feet tall and covered with icicles.

10A. Ice Toads: Ice toads perch atop 5-foot-high ledges along this hall. They croak when they detect intruders, alerting the denizens of areas 10B and 10C.

10B. Wolves: This wide passage has a side alcove that serves as the home to a pair of winter wolves.

10C. Giants: Two 15-foot-high ledges overlook area 10B. The ledges are sheer (DC 22 Athletics check to climb). Beyond these ledges is a long cave with icicles hanging from the ceiling. Two 5-foot-high icy ledges covered with furs serve as beds. The frost giant marauders sleep here but wake if the toads croak or loud fighting occurs.

5 Young Ice Toads **Level 15 Minion Soldier**
Medium natural beast XP 300 each

HP 1; a missed attack never damages a minion. **Initiative** +12
AC 31, **Fortitude** 28, **Reflex** 27, **Will** 25 **Perception** +12
Speed 6 (ice walk), climb 3 Darkvision
Immune cold

Standard Actions

Bite (cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 10 cold damage, and the toad grabs the target (escape DC 22). While grabbing a target, the toad can bite only that target.

Minor Actions

Freezing Tongue (cold) ✦ **Recharge** when the toad starts its turn while not grabbing a creature
Attack: Melee 3 (one creature); +18 vs. Reflex
Hit: 3 cold damage, and the toad pulls the target up to 2 squares.

Str 14 (+9) **Dex** 17 (+10) **Wis** 11 (+7)
Con 18 (+11) **Int** 2 (+3) **Cha** 4 (+4)
Alignment unaligned **Languages** –

A curtained alcove conceals an unlocked wooden chest atop a pile of frozen skulls. The chest contains two sacks of 750 gp (1,500 gp total), assorted mundane items (see "Treasure," page 3), and a pair of spiked boots. Any character who wears these boots takes a -1 penalty to speed but gains the ice walk ability while wearing the boots.

Tactics: The ice toads serve as alarms. If provoked, they snare enemies with their *freezing tongues* and then try to bite their prey on the same turn.

The giants attack from atop the ledges, engaging in melee only when they have one axe remaining each.

The winter wolves try to slow the characters' advance and keep them in range of the frost giant's ranged attacks.

The giants and wolves pursue characters who flee.

Deep Caverns (Areas 11–20)

These deeper caves and tunnels are natural formations hewn from rock and covered with an icy glaze.

Ceilings: The cavern descriptions specify ceiling height. Tunnels and passages are 20 to 25 feet high.

Illumination: *Everburning torches* placed in carved sconces illuminate most of these caverns and tunnels, making them brightly lit. (Exceptions are noted.) The sconces are 12 feet above the floor.

Oversized Furnishings: Most of the furnishings in the stronghold are sized for 15-foot-tall frost giants. They have slightly more than double the dimensions of their human-sized counterparts and eight times the weight.

Ledges: Many of the caverns have prominent ledges that can be climbed with successful DC 22 Athletics checks. (Exceptions are noted.)

Special Terrain: These caverns have an abundance of icy terrain, as well as areas containing the blood of Cryonax (see "Special Terrain Features," page 4).

11. Ice Toads

Combat Encounter Level 14 (5,800 XP)

The walls of this 30-foot-high cavern are lined with 10-foot-high ledges. Young ice toads perch on these ledges. Alcoves in the north and south wall serve as the lairs for adult ice toads.

Perception DC 22: The character spots an ice toad hidden in its shadowy alcove.

Light: None.

Monsters: 2 ice toads, 10 young ice toads.

2 Ice Toads — **Level 16 Controller**
Large natural beast — XP 1,400 each

HP 160; **Bloodied** 80 — **Initiative** +13
AC 30, **Fortitude** 30, **Reflex** 28, **Will** 27 — **Perception** +11
Speed 4 (ice walk), climb 4 — Darkvision
Resist 15 cold; **Vulnerable** 5 fire

Standard Actions

⊕ **Bite** (cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 2d8 + 15 cold damage, and the toad grabs the target (escape DC 22). While grabbing a target, the toad can bite only that target.

ǂ **Swallow** (cold) ✦ **Recharge** when the toad starts its turn with no creature swallowed
Attack: Melee 1 (one Medium or smaller creature grabbed by the toad); +19 vs. Fortitude
Hit: The grab ends, and the target is swallowed (escape DC 22). While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the toad. Nothing has line of sight or line of effect to the target. While swallowed, the target takes 5 damage and 10 cold damage at the end of its turn. When the effect ends or the toad drops to 0 hit points, the target appears in a square of its choice adjacent to the toad.

Move Actions

Prodigious Leap ✦ **At-Will**
Effect: The toad jumps 6 squares, including through enemy spaces. This movement does not provoke opportunity attacks.

Minor Actions

ǂ **Freezing Tongue** (cold) ✦ **Recharge** when the toad starts its turn while not grabbing a creature
Attack: Melee 4 (one creature); +20 vs. Reflex
Hit: 2d6 + 7 cold damage, and the toad pulls the target up to 3 squares.

Str 18 (+12)	**Dex** 21 (+13)	**Wis** 16 (+11)
Con 24 (+15)	**Int** 2 (+4)	**Cha** 4 (+5)

Alignment unaligned — **Languages** –

10 Young Ice Toads — **Level 15 Minion Soldier**
Medium natural beast — XP 300 each

HP 1; a missed attack never damages a minion. — **Initiative** +12
AC 31, **Fortitude** 28, **Reflex** 27, **Will** 25 — **Perception** +12
Speed 6 (ice walk), climb 3 — Darkvision
Immune cold

Standard Actions

⊕ **Bite** (cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 10 cold damage, and the toad grabs the target (escape DC 22). While grabbing a target, the toad can bite only that target.

Minor Actions

ǂ **Freezing Tongue** (cold) ✦ **Recharge** when the toad starts its turn while not grabbing a creature
Attack: Melee 3 (one creature); +18 vs. Reflex
Hit: 3 cold damage, and the toad pulls the target up to 2 squares.

Str 14 (+9)	**Dex** 17 (+10)	**Wis** 11 (+7)
Con 18 (+11)	**Int** 2 (+3)	**Cha** 4 (+4)

Alignment unaligned — **Languages** –

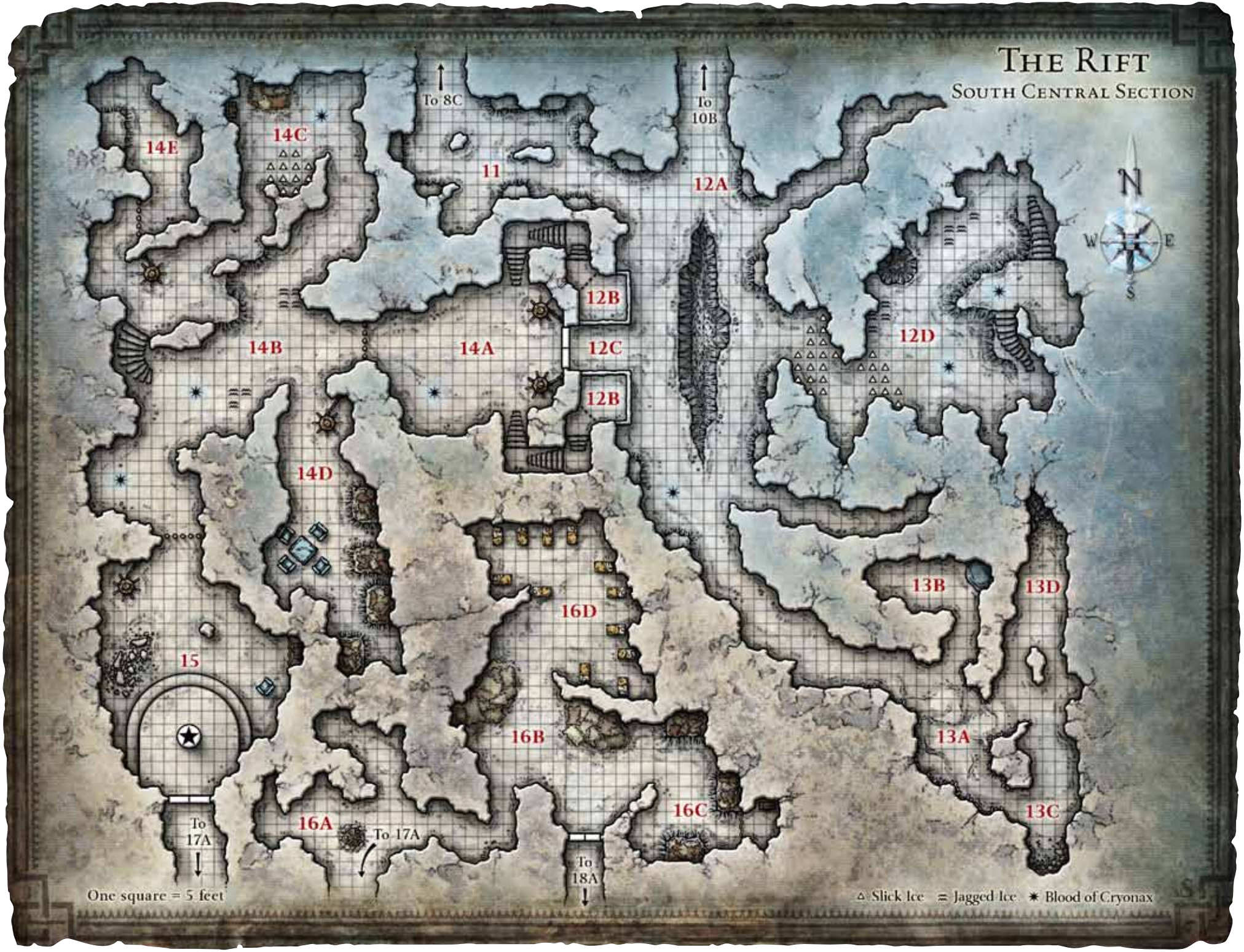
When the characters enter this cave, read:
Two jagged columns of rock support the ceiling of this frost-covered stone cavern. The walls of the cavern are lined with 10-foot-high ledges. Numerous monstrous white toads sit atop these ledges, watching you silently.

Climbing one of the 10-foot-high ledges requires a DC 16 Athletics check.

Tactics: Adult ice toads leap out to devour intruders. The smaller ice toads wait for the adults to attack before joining the fray.

Development

Sounds of combat here alert the frost giant guards in area 12B.


The Rift
South Central Section
To 8C
To 10B
14E
14C
11
12A
N
W
E
S
12B
14B
14A
12C
12D
12B
14D
16D
13B
13D
15
16B
13A
16C
13C
16A
To 17A
To 17A
To 18A
One square = 5 feet
Slick Ice
Jagged Ice
Blood of Cryonax

12. Dragons' Caverns

Combat Encounter Level 18 (11,400 XP)

These caverns are home to Caulsifax and Engdreth, a pair of blizzard dragon siblings born from the same egg. This area also contains the entrance to the frost giants' stronghold.

When the characters first enter area 12A, only the frost giants and ice toads are present. The dragons begin the encounter in area 12D.

Light: Bright (torches) in areas 12A, 12B, and 12C, none in area 12D.

Monsters: Caulsifax and Engdreth (elder blizzard dragons), 2 frost giant marauders, 6 young ice toads.

When the characters first explore area 12A, read:

Enormous icicles cling to the ceiling of this massive cavern, and torches festoon the rough-hewn walls. Jutting from the walls sporadically are 10-foot-high ledges that serve as perches for ice toads. The floor in the middle of the great cavern falls away into a gaping crevice.

Set into the western wall are 30-foot-tall double doors carved from slabs of glacial ice and decorated with frozen bas-reliefs depicting frost giants with spears riding great dragons. Two 30-foot-high ledges of smooth, ice-covered stone flank the doors, and perched atop each ledge is a frost giant.

Characters can try to trick their way past the frost giants by claiming to be emissaries of peace sent to pay tribute to Jarl Grugnur, but the giants are naturally suspicious. Have the party make a DC 22 group Bluff check. If the characters proudly display their "tribute" intended for the jarl, apply a +2 bonus to the Bluff check for every 5,000 gp worth of treasure displayed.

If the Bluff check succeeds, one of the giants descends to area 14A and informs its inhabitants that tribute-bearers have arrived. Word eventually reaches Vaald in area 15, who suspects trickery.

2 Elder Blizzard Dragons — **Level 17 Elite Controller**

Huge elemental magical beast (cold, dragon) XP 3,200 each

HP 338; **Bloodied** 169 — **Initiative** +16
AC 31, **Fortitude** 29, **Reflex** 30, **Will** 28 — **Perception** +14
Speed 10 (ice walk), fly 10 (clumsy) — Darkvision
Saving Throws +2; **Action Points** 1

Traits

☼ **Freezing Winds ✦ Aura** 1
The dragon slides any enemy that ends its turn in the aura 2 squares.

Standard Actions

⊕ **Bite** (cold) **✦ At-Will**
Attack: Melee 3 (one creature); +22 vs. AC
Hit: 3d8 + 6 cold damage, and the target is immobilized until the end of the dragon's next turn.

⊕ **Claw** (cold) **✦ At-Will**
Attack: Melee 3 (one creature); +22 vs. AC
Hit: 4d6 + 11 cold damage, and the dragon slides the target 3 squares.

⸸ **Double Attack ✦ At-Will**
Effect: The dragon uses *bite* and *claw* or uses *claw* twice.

Minor Actions

✧ **Rising Winds** (cold) **✦ Recharge** at the start of any turn when *freezing winds* is aura 1
Effect: The *freezing winds* expands to aura 3. At the start of the dragon's next turn, the *freezing winds* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
Attack (No Action): Close burst 5 (enemies in burst); +20 vs. Fortitude
Hit: 4d8 + 8 cold damage, and the target is restrained and blinded (save ends both).
Effect: The *freezing winds* aura reverts to its original state and size (aura 1).

Triggered Actions

✧ **Chill Rebuke** (cold) **✦ Recharge** when first bloodied
Trigger: An enemy's melee attack deals damage to the dragon.
Attack (Immediate Reaction): Close blast 5 (enemies in blast); +20 vs. Fortitude
Hit: 1d10 + 12 cold damage, and the target is slowed (save ends).

Sudden Flurry ✦ At-Will
Trigger: The dragon is hit by a cold attack.
Effect (Free Action): The dragon slides each enemy in its aura 2 squares.

Str 22 (+14)	**Dex** 26 (+16)	**Wis** 23 (+14)
Con 25 (+15)	**Int** 23 (+14)	**Cha** 20 (+13)

Alignment unaligned — **Languages** Common, Draconic, Primordial

Vaald instructs the guards to resume their posts, travels to area 14A, orders his xorns to open the glacial ice doors, greets the characters, and escorts them safely to area 15.

When the characters enter area 12D, read:

A 30-foot-high zigzagging tunnel opens up into a much taller cavern coated in frost and dripping with icicles and glittering ice formations. The walls are lined with the frozen corpses of humanoids displayed like trophies. Rough-hewn staircases ascend to a 20-foot-tall triangular ledge overlooking the cavern.

Cavern ceilings are roughly 50 feet high throughout and covered with massive icicles.

12A. Ice Cavern: Gigantic icicles hang from the ceiling of this ice-glazed natural cavern. The floor plunges into a 30-foot-deep crevice lined with icy spikes. Any creature that falls into the crevice takes 5d10 damage.

Overlooking the cavern are several 10-foot-high, rough-hewn ledges that serve as perches for the ice toads. Each of these ledges is glazed with ice, requiring a DC 22 Athletics check to climb.

12B. Ledges: These ledges are 30 feet high and carved out of solid rock. Their sides are coated in ice, and scaling them requires a DC 22 Athletics check. Icy stairs lead down from the ledges to the floor of area 14A.

Two frost giants stand atop these ledges and attack intruders in area 12A.

12C. Glacial Ice Doors: These 30-foot-high doors are carved out of slabs of glacial ice and held in place by enormous iron hinges and pins.

2 Frost Giant Marauders **Level 17 Skirmisher**
Large elemental humanoid (cold, giant) XP 1,600 each

HP 168; **Bloodied** 84 **Initiative** +14
AC 31, **Fortitude** 31, **Reflex** 28, **Will** 27 **Perception** +11
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Icy Handaxe (cold, weapon) ✦ **At-Will**
Attack: Melee 2 or Ranged 10 (one creature); +22 vs. AC
Hit: 2d6 + 6 cold damage.
Effect: The giant shifts up to 2 squares.

Twin Strike ✦ **At-Will**
Effect: The giant uses *icy handaxe* twice and can shift up to 2 squares between the attacks.

Hurling Charge ✦ **Encounter**
Effect: The giant uses *icy handaxe* twice as ranged attacks and then charges one of the targets.

Skills Athletics +18
Str 21 (+13) **Dex** 19 (+12) **Wis** 17 (+11)
Con 24 (+15) **Int** 10 (+8) **Cha** 12 (+9)
Alignment evil **Languages** Giant
Equipment 8 handaxes

Iron chains connect the doors to giant winches in area 14A. Forcing them open requires a DC 32 Athletics check. The doors can also be smashed open (AC/Reflex 3, Fortitude 25; immune to cold, necrotic, poison, psychic, forced movement, all conditions, ongoing damage; vulnerable 10 fire; hp 500). Breaking through the doors alerts the monsters in area 14.

12D. Dragon Cave: The floor in this cave is covered with thick frost that crunches underfoot, imposing a –5 penalty to Stealth checks made in this area.

The female blizzard dragon, Caulsifax, sleeps atop a 20-foot-high triangular ledge overlooking the cavern. Her brother, Engdreth, lurks near the entrance, listening for signs of trouble in area 12A.

6 Young Ice Toads **Level 15 Minion Soldier**
Medium natural beast XP 300 each

HP 1; a missed attack never damages a minion. **Initiative** +12
AC 31, **Fortitude** 28, **Reflex** 27, **Will** 25 **Perception** +12
Speed 6 (ice walk), climb 3 Darkvision
Immune cold

Standard Actions

Bite (cold) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 10 cold damage, and the toad grabs the target (escape DC 22). While grabbing a target, the toad can bite only that target.

Minor Actions

Freezing Tongue (cold) ✦ **Recharge** when the toad starts its turn while not grabbing a creature
Attack: Melee 3 (one creature); +18 vs. Reflex
Hit: 3 cold damage, and the toad pulls the target up to 2 squares.

Str 14 (+9) **Dex** 17 (+10) **Wis** 11 (+7)
Con 18 (+11) **Int** 2 (+3) **Cha** 4 (+4)
Alignment unaligned **Languages** –

Jarl Grugnur rewards the dragons' loyalty with treasure, which they keep hidden in an alcove at the back of the ledge. The hoard consists of a suit of +4 *dwarven chainmail* (or another level 17 uncommon magic item) and 15,000 gp in valuables.

The cavern walls are lined with the frozen remains of humanoids that the dragons keep as trophies—five humans, four dwarves, three goliaths, two dragonborn, and a half-elf. The corpses were stripped of valuables before the dragons trapped them in ice. If the characters inspect the corpses, see "Development" below.

Sinkhole: This hole near the western wall plunges down 20 feet and contains the bones of the dragons' previous meals.

Tactics: An ice toad croaks loudly whenever it sees a creature that it doesn't recognize. Caulsifax and Engdreth use the toads as alarms, since the toads croak only at intruders, not at the dragons or the frost giants. The ice toads remain atop their ledges and attack only those enemies that come within reach of their tongues.

The frost giants attack enemies who have the audacity to confront them atop their ledges. They hesitate to join a battle involving the dragons, because they know the dragons are callous toward their allies. If one of the giants is killed, the other fights until bloodied, at which point it retreats to area 14 and warns the giants stationed there.

If the dragons hear croaking or combat in area 12A, Engdreth investigates. Caulsifax follows as soon as her brother roars to alert her of a battle. The dragons attempt to knock enemies into the crevice. They make only halfhearted attempts to avoid hitting their giant allies with their attacks.

As twins born in a place where the blood of Cryonax lingers, Engdreth and Caulsifax also have the following trait in common.

Traits

Twin Immunity
The dragon is immune to cold damage that its twin deals with its attacks.

Development

Characters who inspect the frozen corpses in area 12D and succeed on a DC 22 History check recognize one of the dead goliaths as Turuk, legendary chieftain of the Kaluliak tribe. If the characters return his body to his people in the Crystalmist Mountains (a task as easy or difficult as you choose to make it), a tribal shaman uses a Raise Dead ritual to restore Turuk to life. The chieftain is forever grateful to the characters and vows that one day his tribe will repay them for their heroism.

The characters might call upon the Kaluliak tribe to guide them safely through the mountains or perform some other task. To fulfill their chieftain's debt, the goliaths fearlessly tackle whatever challenge is set before them.

13. Hyrkzag's Rest

Roleplaying Encounter or Combat Encounter
Level 11 (3,200 XP)

The frost giants avoid these caverns, fearing the ghost that haunts them.

Light: None.

Monsters: Hyrkzag (frost giant ghost).

When the characters enter area 13C, read:
At the back of this narrow cave, slumped in an alcove, is the frozen corpse of a frost giant clad in tattered chainmail and clutching a greataxe. The giant's helm and skull are split, yet his cold, lifeless sneer makes you shiver.

If a character approaches the corpse, read:
A spectral form rises from the corpse—a gaunt and terrible mockery of the dead giant, its features twisted and hateful.

Once the loyal bodyguard of Jarl Kvaltigar, Hyrkzag was hunting elk in the mountains when Grugnur betrayed and murdered Kvaltigar to claim the Iceskull Throne. Upon his return, Hyrkzag was ambushed in the dragons' caverns (area 12). Cut off from all avenues of escape, the bodyguard slew many of his kin but was forced into these caverns. He ultimately met his end at the hands of Grugnur's swordthain, Gnotmir.

13A. Glittering Cave: The floor of this cave is uneven, and the walls are covered with glittering ice formations.

13B. Side Cave: A warm water spring bubbles up from deep below, creating a pool of drinkable water in the northeast corner of this otherwise empty cave. Steam from the pool has melted the nearby ice, exposing the bare rock of the walls, floor, and ceiling.

Characters looking for a safe place to rest can do worse than hole up here.

13C. Hyrkzag's Remains: Lying against the far wall of this long cavern is the frozen corpse of the frost giant Hyrkzag. As characters approach the body, Hyrkzag's ghost rises from the remains and tries to possess the nearest character. If it succeeds, it gives the party a quest.

Hyrkzag's corpse clutches an old greataxe, but no treasure can be found here.

13D. Collapsed Tunnel: This tunnel once led to a series of caverns, but it collapsed years ago. Characters who complete the quest given to them by Hyrkzag's ghost find a treasure here (see "Hyrkzag's Ghost," below). The treasure cannot be found until the quest is completed.

Hyrkzag's Ghost

If Hyrkzag's ghost rises, it tries to possess the nearest character, knowing that it can speak only through the body of a living host (unlike a normal ghost).

If the ghost possesses a host, it speaks the following words to the characters in Giant:
"In life, I was the sworn bodyguard of Kvaltigar, jarl of the frost giants and lord of the Iceskull Throne. Kvaltigar was betrayed—slain and set ablaze by his brother, Grugnur! In a rage, I carved a swath through my treacherous kin, but a rival named Gnotmir slew me before I could avenge my fallen lord. Slay Gnotmir and present his greatsword to me, and I shall reward you."

After speaking these words, Hyrkzag's ghost ends its possession and sinks back into the frost giant corpse, taking no further action unless its remains are disturbed.

If Hyrkzag's ghost is unable to possess one of the characters, it fights until destroyed. It returns to unlife three days later, haunting these caverns until its quest is fulfilled.

If the characters accept the quest and present Gnotmir's greatsword to Hyrkzag's remains, the ghost rises from the floor near the collapsed tunnel (area 13D) and points down the path, where something

Frost Giant Ghost	**Level 17 Elite Controller**
Large shadow humanoid (giant, undead)	XP 3,200
HP 336; **Bloodied** 168	**Initiative** +13
AC 29, **Fortitude** 27, **Reflex** 26, **Will** 25	**Perception** +12
Speed 0, fly 8 (hover); phasing	Darkvision
Immune disease, poison	
Saving Throws +2; **Action Points** 1	

Traits

Death's Chill (cold, necrotic) ✦ **Aura** 2
Any creature that ends its turn in the aura takes 10 cold and necrotic damage unless it allows the ghost to slide it up to 3 squares.

Corpsebound
The ghost cannot voluntarily move more than 20 squares from its remains. If the ghost is forced beyond this range, it is weakened and unable to use *ghostly possession* until it moves back within range.

Insubstantial
The ghost takes half damage from all attacks, except those that deal force damage. Whenever the ghost takes radiant damage, it loses this trait until the start of its next turn.

Standard Actions

Death's Touch (cold, necrotic) ✦ **At-Will**
Attack: Melee 2 (one creature); +20 vs. Fortitude
Hit: 3d8 + 12 cold and necrotic damage.

Double Attack ✦ **At-Will**
Effect: The ghost uses *death's touch* twice.

Ghostly Possession (charm) ✦ **Recharge** ⚄ ⚅
Attack: Melee 2 (one living humanoid); +20 vs. Will
Hit: The ghost is removed from play, and the target is dominated (save ends). When the target is no longer dominated, the ghost reappears in a space of its choice adjacent to the target. The ghost can voluntarily end this effect at the end of its turn.

Death's Breath (cold, necrotic) ✦ **Recharge** when first bloodied
Attack: Close blast 3 (creatures in the blast); +20 vs. Fortitude
Hit: 4d10 + 15 cold and necrotic damage, the ghost pushes the target up to 4 squares, and the target falls prone.
Miss: Half damage, and the ghost pushes the target up to 2 squares.

Str 17 (+11)	**Dex** 20 (+13)	**Wis** 18 (+12)
Con 24 (+15)	**Int** 12 (+9)	**Cha** 22 (+14)
Alignment evil	**Languages** Common, Giant	

glitters amid the rubble. The ghost then fades, never to return. Award the characters XP as if they had slain the ghost. If the characters go to the end of the tunnel, they find a *ring of true seeing* (or another level 19 uncommon magic item).

14. Elemental Hold

Combat Encounter Level 18 (10,800 XP) and Skill Challenge Level 16 (2,800 XP)

These caverns form the entrance to the frost giant stronghold, and they are suitably well defended. An ettin berserker named Brekelrak dwells here, along with several frost giants and a pair of ice archons.

Light: Bright (torches).

Monsters: Brekelrak (ettin berserker), 2 frost giants, 1 frost giant marauder, 2 ice archon hailscourges.

Other Creatures: Elektra (storm giant emissary).

When the characters enter area 14A, read:
Stone winches set into the floor control the chains and counterweights that open and close the great ice doors. The walls of this torchlit cavern are painted with murals depicting frost giants waging war against their enemies, riding on the backs of mammoths, and dragging chained slaves behind them. To the west, a heavy wooden portcullis is raised to reveal an even larger cavern beyond.

If the characters enter area 14B after triggering the alarm, read:
This sprawling, torchlit cavern has many exits. A rough-hewn staircase leads up to a 20-foot-high ledge, upon which stand a pair of creatures made entirely of ice. Suddenly, out of the darkness come four screaming giants, one of which has two heads.

Most of the time, Brekelrak and the frost giants are asleep in their quarters (areas 14C and 14D, respectively). However, if they hear intruders breaking into the stronghold, they gather their weapons and prepare to meet the threat.

Brekelrak is loyal to Hasskarth (area 17) and does whatever the fire giant tells him to do. The ettin dislikes Vaald (area 15), mostly because Hasskarth doesn't seem to like Vaald very much.

When the characters find Elektra, read:
Trapped behind a heavy wooden portcullis is an 18-foot-tall female giant with purple skin and hair as dark as a thundercloud. She wears heavy iron manacles on her wrists and has a large ball-and-chain clamped to her right ankle, belying the finery of her garments. "Did my father send you? Finally!" she says with a sneer, stomping her chained foot. "Get me out of here!"

The ceilings in areas 14A and 14B are 50 feet high. In all other areas, the ceiling is 30 feet high.

Portcullises: The portcullises are made of heavy wood with iron brackets and rivets. A portcullis can be raised by turning the nearby stone winch (two move actions, each requiring a DC 22 Athletics check) or lowered by releasing a stone catch on the winch (a standard action). A portcullis can be forcibly lifted with a successful DC 35 Athletics check, or it can be smashed open (AC/Reflex 3, Fortitude 15; immune to cold, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage; hp 200). Creatures on one side of a portcullis gain partial cover against creatures on the other side. A winch is difficult terrain.

14A. Entrance Cavern: The walls of the cavern are painted with murals. Two rough-hewn staircases lead up to the guard ledges outside the stronghold gates (area 12B). Set into the floor between the stairs and the glacial ice doors are two stone winches. Turning a winch works as described in "Portcullises" above and opens the nearest ice door.

A raised wooden portcullis hangs above the 20-foot-high tunnel that leads to area 14B. It doesn't

Ettin Berserker	Level 17 Elite Soldier
Large natural humanoid (giant)	XP 3,200
HP 336; **Bloodied** 168	**Initiative** +12
AC 33, **Fortitude** 31, **Reflex** 28, **Will** 29	**Perception** +11
Speed 6	
Saving Throws +2; **Action Points** 1	
Traits	
☼ **Berserker's Threat** ✦ **Aura** 2	
While in the aura, any enemy that shifts or makes an attack without targeting the ettin provokes an opportunity attack from the ettin. Marked enemies are not subject to this aura.	
Double Actions	
The ettin makes two initiative checks and takes a full turn on each initiative result. It can take two immediate actions per round but only one between one turn and the next.	
Dual Brain	
At the end of each of its turns, the ettin ends any dazing, stunning, or charm effect on it.	
Standard Actions	
⊕ **Battleaxe** (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d12 + 7 damage.	
Str 24 (+15) **Dex** 14 (+10) **Wis** 17 (+11)	
Con 24 (+15) **Int** 8 (+7) **Cha** 11 (+8)	
Alignment chaotic evil **Languages** Giant	
Equipment chainmail, 2 battleaxes	

2 Frost Giants	Level 17 Brute
Large elemental humanoid (cold, giant)	XP 1,600 each
HP 201; **Bloodied** 100	**Initiative** +11
AC 29, **Fortitude** 32, **Reflex** 27, **Will** 28	**Perception** +13
Speed 8 (ice walk)	
Resist 15 cold	
Traits	
Icebound Footing	
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
⊕ **Icy Greataxe** (cold, weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d12 + 11 cold damage, or 2d12 + 47 cold damage if the giant scores a critical hit.	
⸸ **Chilling Strike** (cold, weapon) ✦ **Recharge** ⚄ ⚅	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 5d12 + 15 cold damage, and the target gains vulnerable 10 cold (save ends).	
Skills Athletics +19	
Str 23 (+14) **Dex** 16 (+11) **Wis** 20 (+13)	
Con 21 (+13) **Int** 10 (+8) **Cha** 12 (+9)	
Alignment evil **Languages** Giant	
Equipment hide armor, greataxe	

Frost Giant Marauder	Level 17 Skirmisher
Large elemental humanoid (cold, giant)	XP 1,600
HP 168; **Bloodied** 84	**Initiative** +14
AC 31, **Fortitude** 31, **Reflex** 28, **Will** 27	**Perception** +11
Speed 8 (ice walk)	
Resist 15 cold	
Traits	
Icebound Footing	
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
⊕ ➰ **Icy Handaxe** (cold, weapon) ✦ **At-Will**	
Attack: Melee 2 or Ranged 10 (one creature); +22 vs. AC	
Hit: 2d6 + 6 cold damage.	
Effect: The giant shifts up to 2 squares.	
⸸ **Twin Strike** ✦ **At-Will**	
Effect: The giant uses *icy handaxe* twice and can shift up to 2 squares between the attacks.	
➰ **Hurling Charge** ✦ **Encounter**	
Effect: The giant uses *icy handaxe* twice as ranged attacks and then charges one of the targets.	
Skills Athletics +18	
Str 21 (+13) **Dex** 19 (+12) **Wis** 17 (+11)	
Con 24 (+15) **Int** 10 (+8) **Cha** 12 (+9)	
Alignment evil **Languages** Giant	
Equipment 8 handaxes	

drop until the giants in area 14D release the stone winch.

14B. Ice Guardians: Rough-hewn stairs lead up to a 20-foot-high ledge overlooking this cavern. A stone winch atop the ledge raises and lowers the portcullis sealing area 14E.

The ice archon hailscourges stand watch on the ledge and attack intruders entering the cave. Combat here wakes Brekelrak in area 14C and the frost giants in area 14D.

14C. Brekelrak's Cave: Brekelrak sleeps in this torchlit cave, atop a mound of animal furs. The ettin also keeps a large wooden trunk in a nearby alcove. The trunk's built-in lock has been smashed, so it is easily opened. It contains +4 *barkskin hide armor* (or another level 20 uncommon magic item), the key to Elektra's ball-and-chain (see area 14E), and assorted mundane items (see "Treasure," page 3). If any characters were captured by the giants, their nonmagical gear is also stored here.

14D. Giants' Cave: Four 5-foot-tall ledges of carved stone line this torchlit cavern. Furs cover these crude beds. A table and four chairs, all carved out of ice, stand against the west wall. The frost giants that sleep here awaken if they hear combat or intruders breaking down the glacial ice doors (area 12C). A stone winch near the entrance controls the portcullis between areas 14A and 14B.

14E. Prison: A heavy wooden portcullis blocks entry into this cave. The cave contains a storm giant prisoner named Elektra. The frost giant jarl lured her to the stronghold with promises of an alliance, took her prisoner, and intends to ransom her. If the characters earn her trust, she might become a powerful ally (see "Skill Challenge: Earn Elektra's Trust" below).

Elektra wears a pair of manacles specifically designed for her. They negate her *storm fury* aura and prevent her from using any power with the lightning or thunder keyword. Removing the manacles requires a DC 31 Thievery check or the proper key (held by Vaald in area 15). The manacles are otherwise impervious to damage.

Elektra also has a ball-and-chain clamped to her right ankle, which reduces her speed to 2. Brekelrak keeps the key to the ball-and-chain in his treasure

2 Ice Archon Hailscourges	Level 16 Artillery
Medium elemental humanoid (cold)	XP 1,400 each
HP 120; **Bloodied** 60	**Initiative** +11
AC 30, **Fortitude** 28, **Reflex** 27, **Will** 26	**Perception** +10
Speed 6 (ice walk)	
Immune disease, poison; **Resist** 20 cold	
Standard Actions	
⊕ **Slam** (cold) ✦ **At-Will**	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 12 cold damage.	
⊛ **Ice Shuriken** (cold) ✦ **At-Will**	
Attack: Ranged 10 (one or two creatures); +23 vs. AC	
Hit: 2d6 + 11 cold damage.	
✲ **Hailstorm** (cold) ✦ **Recharge** ⚄ ⚅	
Attack: Area burst 2 within 20 (creatures in the burst); +23 vs. AC	
Hit: 2d12 + 11 cold damage.	
Miss: Half damage.	
Triggered Actions	
Frost Shield ✦ **Encounter**	
Trigger: The archon is hit by a ranged, close, or area attack.	
Effect (Immediate Interrupt): The archon gains resist 20 to all damage against the triggering attack.	
Str 18 (+12) **Dex** 16 (+11) **Wis** 14 (+10)	
Con 18 (+12) **Int** 14 (+10) **Cha** 15 (+10)	
Alignment chaotic evil **Languages** Primordial	
Equipment plate armor	

chest (area 14C). A DC 23 Thievery check can unlock the ball-and-chain.

Tactics: The following tactics assume that the giants are awake and waiting for intruders. If that's not the case, sounds of battle with the ice archons bring them running.

When the first character comes into view of the frost giants in area 14D, one of the giants releases the catch on the stone winch and drops the portcullis.

The ice archon hailscourges stand atop the ledge and try to catch as many enemies as possible with *hailstorm*. While waiting for *hailstorm* to recharge, they use *ice shuriken*. The first time a hailscourge is hit by a ranged, close, or area attack, it activates *frost shield*.

Skill Challenge: Earn Elektra's Trust

In a scheme concocted by his fire giant advisor, Jarl Grugnur made a brazen overture of peace to Krombaalt, a powerful unaligned storm giant lord who inhabits a castle in the Crystalmist Mountains. Krombaalt sent his daughter Elektra to meet with the frost giant jarl. However, by the time she arrived, Grugnur had talked himself out of forming the alliance, fearing that King Snurre might be offended. Instead, he took Elektra prisoner and plans to ransom her.

Elektra assumes that the characters have been hired by her father to rescue her. Nevertheless, once freed, she displays a shocking lack of gratitude. As the spoiled daughter of a haughty storm giant lord, she can't be troubled to think of anyone but herself. She is angry at her father for sending her to negotiate with Jarl Grugnur and looks forward to informing him about her ordeal.

Characters who want Elektra to help them must succeed on a skill challenge.

Level: 16 (2,800 XP).

Complexity: 2 (requires 6 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, History, Insight, Intimidate.

Bluff (DC 22; standard action): The character pretends to know Elektra's father, convinces Elektra that she's safer staying with the party, or otherwise dupes her into helping out.

Diplomacy (DC 22; standard action): The character wins over Elektra by doting on her, speaking well of her father, convincing her to punish Jarl Grugnur for lying to her father, or asserting that the party might benefit from her strong leadership.

History (DC 22; standard action): The character recalls one of Lord Krombaalt's great accomplishments or an occasion when storm giants demonstrated their nobility and charity.

Insight (DC 22; standard action): The character picks up on Elektra's feelings toward her father and expresses how her behavior reflects on her father. Alternatively, the character plays on Elektra's anger at her imprisonment.

Intimidate (DC 31; standard action): The character bullies Elektra into helping the party.

Secondary Skill: Arcana.

Arcana (DC 21; minor action): The character applies his or her knowledge of storm giants. This check doesn't count as a success or failure in the challenge,

Elektra, Storm Giant Emissary	**Level 18 Controller**
Large elemental humanoid (aquatic, giant)	XP 2,000
HP 174; **Bloodied** 87	**Initiative** +14
AC 32, **Fortitude** 31, **Reflex** 29, **Will** 29	**Perception** +17
Speed 8, fly 10, swim 8	
Resist 15 lightning, 15 thunder	

Traits

Storm Fury (lightning, thunder) ✦ **Aura** 2
Any creature that enters the aura or ends its turn there takes 10 lightning and thunder damage. A creature can take this damage only once per turn. The aura is difficult terrain for enemies, who cannot fly within it.

Aquatic
Elektra can breathe underwater. In aquatic combat, she gains a +2 bonus to attack rolls against nonaquatic creatures.

Standard Actions

Thunder Slam (thunder) ✦ **At-Will**
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 2d8 + 17 thunder damage, and Elektra pushes the target up to 5 squares.
Miss: Elektra pushes the target up to 2 squares.
Effect: The target is deafened until the end of Elektra's next turn.

Lightning Bolt (lightning) ✦ **At-Will**
Attack: Ranged 20 (one creature); +21 vs. Reflex
Hit: 2d8 + 12 lightning damage, and the target is dazed until the end of Elektra's next turn.

Storm Vortex (lightning, thunder) ✦ **Recharge** when first bloodied
Attack: Close burst 3 (creatures in the burst); +21 vs. Fortitude
Hit: 2d8 + 21 lightning and thunder damage, Elektra slides the target up to 3 squares, and the target falls prone.
Miss: Half damage, and Elektra can slide the target 1 square.

Skills Diplomacy +19, Intimidate +19

Str 24 (+16)	**Dex** 21 (+14)	**Wis** 17 (+12)
Con 22 (+15)	**Int** 14 (+11)	**Cha** 20 (+14)

Alignment unaligned **Languages** Common, Giant, Primordial

but a successful check provides a +2 bonus to the next check the party makes as part of this challenge.

Success: Elektra agrees to help the characters. In game terms, she gives the characters knowledge you wish to impart or some other boon. If nothing else satisfies the characters, she fights alongside them for one encounter, with you making her choices and the players rolling for her attacks and damage. After helping the characters, she leaves the rift by the most expeditious route and heads home to tell her father about her horrific ordeal.

Failure: Elektra informs the characters that she owes them nothing and storms off. If the characters stand in her way, she attacks them with the intent to escape.

Development

If the characters free Elektra and she returns home, word of her ordeal incenses Krombaalt. The storm giant lord declares war on Grugnur and his allies. Word reaches the closest human and dwarven settlements that storm giants have been sighted in the skies, riding thunderhawks and attacking gangs of frost giants, fire giants, hill giants, and ogres.

If the characters mistreated Elektra before she escaped, the giants also raze a settlement that the characters are known to frequent or otherwise assault something the characters value. Krombaalt's warriors make sure the survivors know why the storm giants visited their vengeance upon the smaller folk.

15. Vaald the Winterlord

Roleplaying Encounter or Combat Encounter
Level 15 (6,800 XP)

A charismatic frost giant named Vaald spends most of his time here. Until recently, Vaald was Jarl Grugnur's trusted advisor and most likely successor. However, the fire giant Hasskarth recently replaced him, and now Grugnur suspects that Vaald is plotting against him. Thus, the jarl has relegated Vaald to overseeing the creation of a statue in Grugnur's honor, and Vaald spends his time here, supervising dwarf slaves tasked with carving the jarl's effigy from a great block of ice.

Vaald is important to the completion of a minor quest (see "Quests," page 2), so the characters have reason not to kill him on sight. If the characters speak with Vaald, they can learn important information and gain a temporary ally. However, any alliance they make with Vaald ends abruptly with the death of Grugnur (see "Development" below).

Light: Bright (torches).

Monsters: Vaald (frost giant winterlord), 2 diamondhide xorns.

Other Creatures: 6 dwarf masons.

When the characters see the area, read:
A raised portcullis hangs above the tunnel that leads into this 50-foot-high torchlit cave. The stone winch that lowers and raises the portcullis stands nearby, and icicles cover the domed ceiling. Stone steps form a dais at the far end of the room, atop which stands a half-finished statue of solid blue ice carved to resemble a mighty frost giant. Dwarves hang from ropes off the 20-foot-tall statue, carving it. Behind the statue stands a pair of heavy stone doors carved to resemble two halves of a giant snowflake. Chunks of broken ice form a pile near the west wall, and to the east you see a giant-sized ice chair and a hanging tapestry.

If the characters have not encountered Vaald before, read:
A frost giant with an ice-tipped staff and fur-lined armor and cloak presides here, joined by two bizarre creatures with three arms and three legs apiece. Each creature has a gnashing mouth atop its stony, egg-shaped body.

Under normal circumstances, the northern portcullis would be lowered as soon as combat erupts in area 14, but Vaald leaves the portcullis raised. He has been

waiting for adventurers to arrive, hoping to persuade them to do his dirty work.

If the characters have made it this far, Vaald is convinced that they can help him overthrow Grugnur. However, there are limits to what he's willing to do as part of an alliance with the party. Under no circumstances will he agree to accompany the characters as they head deeper into the complex. He will wait in this cavern while the characters press on. Furthermore, Vaald will not let the characters take any more than a short rest in this cavern. If they need to take an extended rest, Vaald recommends that they stay in the tunnels south of the dragons' caverns (area 13), which the frost giants have all but abandoned. If the characters ask why, he replies that some of the giants foolishly think the tunnels are haunted.

Vaald provides the characters with descriptions of what lies beyond the stone doors (along with a crude map of areas 16–20, if they ask for one), and he also describes the enemies they're likely to encounter. With a successful DC 20 Diplomacy check, the characters can persuade Vaald to release his dwarf slaves and free the storm giant Elektra in area 14E.

Broken Ice: This debris is difficult terrain.

Portcullis: The portcullis is made of heavy wood with iron brackets and rivets. It can be raised by turning the nearby stone winch (two move actions, each requiring a DC 22 Athletics check) or lowered by releasing a stone catch on the winch (a standard action). A portcullis can be forcibly lifted with a successful DC 35 Athletics check, or it can be smashed open (AC/Reflex 3, Fortitude 15; immune to cold, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage; hp 200). Creatures on one side of the portcullis gain partial cover against creatures on the other side. The winch is difficult terrain.

Rocky Pillar: A natural pillar of rock rises to support the domed ceiling. The pillar is blocking terrain.

Stone Doors: The carved stone doors are 40 feet high. The iron hinges that hold them in place are located on the opposite side. A giant can push the doors open easily. The doors are magically sealed against all other creatures (DC 35 Arcana check or Athletics check to force them open; a Knock ritual automatically opens the doors).

Treasure: Vaald has the key to Elektra's manacles (see area 14E).

A tapestry hanging on the east wall conceals an alcove, within which rests a large, locked chest of carved stone. Vaald carries the key to the chest, which contains a +4 *staff of storms* (or another level 20 uncommon magic item), 5,000 gp, and provisions

Frost Giant Winterlord **Level 18 Elite Controller**
Large elemental humanoid (cold, giant) XP 4,000

HP 354; **Bloodied** 177 **Initiative** +11
AC 32, **Fortitude** 31, **Reflex** 29, **Will** 30 **Perception** +15
Speed 8 (ice walk)
Resist 15 cold
Saving Throws +2; **Action Points** 1

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Icy Staff (cold, implement) ✦ **At-Will**
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 2d10 + 15 cold damage.
Effect: The giant slides the target up to 2 squares.

Freezing Ray (cold, implement) ✦ **At-Will**
Attack: Ranged 10 (one creature); +21 vs. Reflex
Hit: 2d12 + 13 cold damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).
First Failed Saving Throw: The target is instead restrained (save ends).

Double Attack ✦ **At-Will**
Effect: The giant makes two basic attacks.

Swirling Ice (cold, implement, zone) ✦ **Recharge** ⚄ ⚅
Attack: Area burst 1 within 10 (creatures in the burst); +21 vs. Fortitude
Hit: 2d12 + 13 cold damage, and the target is immobilized (save ends).
Each Failed Saving Throw: The giant slides the target up to 3 squares to another square in the zone.
Effect: The burst creates a zone of swirling ice shards that lasts until the end of the giant's next turn. Any creature that enters the zone or starts its turn there takes 10 cold damage. A creature can take this damage only once per turn.
Sustain Minor: The zone persists until the end of the giant's next turn.

Skills Arcana +19, Athletics +20, Intimidate +16
Str 22 (+15) **Dex** 14 (+11) **Wis** 22 (+15)
Con 25 (+16) **Int** 20 (+14) **Cha** 15 (+11)
Alignment evil **Languages** Giant, Primordial
Equipment hide armor, staff

2 Diamondhide Xorns	Level 16 Skirmisher
Large elemental magical beast (earth)	XP 1,400 each
HP 160; **Bloodied** 80	**Initiative** +13
AC 30, **Fortitude** 29, **Reflex** 26, **Will** 27	**Perception** +12
Speed 5, burrow 5	Darkvision
Traits	
All-Around Vision	
Enemies can't gain combat advantage by flanking the xorn.	
Earth Glide	
The xorn can pass through earth and rock as if it were phasing.	
Standard Actions	
⊕ **Claw** ✦ **At-Will**	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 1d8 + 8 damage.	
⸸ **Triple Strike** ✦ **At-Will**	
Effect: The xorn uses *claw* three times.	
⸸ **Undermine** ✦ **Recharge** ⚄ ⚅	
Effect: The xorn burrows up to its speed and makes the following attack against one nonflying enemy it passes under.	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 4d6 + 14 damage, and the target is restrained (save ends).	
Minor Actions	
Submerge ✦ **At-Will**	
Effect: The xorn sinks partially under the ground and gains a +2 bonus to AC until it moves.	
Triggered Actions	
Retreat ✦ **At-Will**	
Trigger: A melee attack misses the xorn.	
Effect (Immediate Reaction): The xorn burrows up to its speed.	
Str 22 (+14) **Dex** 17 (+11) **Wis** 19 (+12)	
Con 24 (+15) **Int** 13 (+9) **Cha** 13 (+9)	
Alignment unaligned **Languages** Common, Primordial	

(loaves of bread, two kegs of ale, and loose strips of dried meat).

Tactics: In combat, Vaald uses his powers to isolate enemies from their allies so that he and his xorns can dispatch them more quickly. Beyond that, he tries to keep enemies at a distance, letting his xorns engage in melee.

6 Dwarf Masons	Level 15 Minion Brute
Medium natural humanoid	XP –
HP 1; a missed attack never damages a minion. **Initiative** +7	
AC 27, **Fortitude** 26, **Reflex** 25, **Will** 26	**Perception** +9
Speed 5	Low-light vision
Traits	
Stand the Ground	
The dwarf can move 1 square less than the effect specifies when subjected to a pull, a push, or a slide.	
Steady-Footed	
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
⊕ **Pick** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 14 damage, or 18 damage on a critical hit.	
Str 12 (+8) **Dex** 10 (+7) **Wis** 14 (+9)	
Con 16 (+10) **Int** 13 (+8) **Cha** 10 (+7)	
Alignment unaligned **Languages** Common, Dwarven, Giant	
Equipment pick	

Development

If the characters negotiate a truce with Vaald, he opens the stone doors so they can continue on their way. He promises to stay here and wait for them to return. His patience has limits, however. If the characters take an extended rest in areas 16–20, Vaald and his xorns come looking for them.

If the characters reconvene with him and bring news of Grugnur's demise, Vaald attacks them. If he can pull reinforcements from area 14, he does so to ensure victory. By defeating Grugnur's battle-weary killers, Vaald hopes to win over his frost giant peers and establish himself as the jarl's successor.

If the characters successfully negotiate with Vaald, they gain the minor quest's XP even if they later kill him.

The dwarf masons have never been inside the caverns beyond the stone doors and have no information about what lies beyond. They are grateful to be set free and leave the rift as quickly as they can.

16. Common Areas

Combat Encounter Level 19 (12,600 XP)

These areas include the frost giants' kitchen and the sleeping quarters for the younger giants. These caves are heavily trafficked and busy.

Light: Bright (torches).

Noise: Characters easily hear voices of the frost giant females and the young giants.

Monsters: 3 frost giant females (berserkers), 12 young frost giants, 2 dire polar bears.

When the characters enter area 16A, read:
This cavern contains a blazing fire pit. Roasting on a spit above the fire is a dire boar. The walls hold an abundance of niches and ledges where bowls, mugs, and utensils are stowed. A smaller cave to the west contains haunches of frozen meat, and a cave to the north holds an assortment of casks, barrels, and sacks.

When the characters enter area 16B, read:
The floor of this 40-foot-high torchlit cave is covered with bones and frost. Two enormous polar bears lounge atop 5-foot-high ledges along the walls. Beyond lie two similar caves, one with fur-covered ledges that double as giant beds, and the other with smaller wooden beds and numerous adolescent frost giants.

16A. Kitchen: This cavern contains a blazing fire pit, and roasting on a spit above the fire is a dire boar. The walls feature an abundance of niches and ledges where bowls, mugs, and utensils are stowed. One female is always here.

A smaller cave to the west contains haunches of frozen meat. The cave to the north holds casks of spice, barrels of ale, and sacks of food plundered from human, dwarven, and other settlements.

Containers: These provisions are difficult terrain.

Fire Pit: This stone-lined pit is difficult terrain. Any creature that enters the fire pit or starts its turn there

takes 10 fire damage and ongoing 5 fire damage (save ends). A creature can take this damage only once per turn.

16B. Bears' Den: The floor of this 40-foot-high torchlit cave is covered with bones and frosty rime. Two dire polar bears sleep here.

Doors: A pair of 20-foot-tall stone doors blocks the passage to area 18A. A Medium or smaller character can open them as a minor action with a successful DC 23 Athletics check or as a standard action with no check. The doors are not locked.

16C. Giant Quarters: Three 5-foot-high stone ledges heaped with furs serve as beds for the frost giant females. The ceiling here is 30 feet high.

Tucked behind a tapestry in this cave is an alcove containing a large, unlocked wooden chest. The chest holds a silver and gold brazier (7,500 gp), a platinum comb (2,500 gp), a black cloak embroidered with astral thread (2,500 gp), two frozen *potions of vitality*, and several worthless trinkets (see "Treasure," page 3).

16D. Young Giant Den: This torchlit cavern has a 30-foot-high ceiling dotted with icicles. Twelve young frost giants sleep in fur-covered wooden beds pushed against the walls. Rocks engraved with dwarven runes litter the floor.

Rune Tower: The young giants use the carved rocks as part of a game that involves assembling them into a tower. The rocks fit together in certain ways, and building the tower is something of a puzzle. Characters wishing to indulge themselves can collect the rocks and erect the 7-foot-tall stone tower—an endeavor requiring 1 hour and a successful DC 16 Intelligence check.

Tactics: If the characters start a fight, all occupants converge on the battle.

The females fight to the death to defend the young frost giants. They wield their icy greataxes and use *storm charge* as often as they can.

The dire polar bears charge enemies that come into view and use *maul*. If a bear succeeds in grabbing an enemy, it uses *ursine crush* on its next turn.

3 Frost Giant Berserkers **Level 16 Skirmisher**
Large elemental humanoid (cold, giant) XP 1,400 each

HP 157; **Bloodied** 78 **Initiative** +17
AC 30, **Fortitude** 26, **Reflex** 29, **Will** 28 **Perception** +14
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

⊕ **Freezing Greataxe** (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 1d12 + 10 damage plus 2d6 cold damage.

⸸ **Storm Charge** (cold, weapon) ✦ **At-Will**
Effect: The giant charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d12 + 12 damage.

⸸ **Primordial Rage** ✦ **Encounter**
Effect: The giant shifts its speed and uses *freezing greataxe* three times during the shift, making each attack against a different target.

Move Actions

Giant Stride ✦ **Recharge** ⚅ ⚄ ⚃
Effect: The giant shifts 6 squares and can move through enemies' spaces during the shift.

Skills Athletics +20
Str 19 (+12) **Dex** 25 (+15) **Wis** 22 (+14)
Con 21 (+13) **Int** 15 (+10) **Cha** 16 (+11)
Alignment evil **Languages** Giant
Equipment hide armor, greataxe

The young frost giants are fierce and do not scurry away from smaller humanoids.

Development

As long as the heavy stone doors in area 16B remain closed, the giants in area 18 cannot hear sounds of combat in this area.

12 Young Frost Giants **Level 15 Minion Brute**
Medium elemental humanoid (giant) XP 300 each

HP 1; a missed attack never damages a minion. **Initiative** +10
AC 27, **Fortitude** 28, **Reflex** 26, **Will** 25 **Perception** +9
Speed 6 (ice walk)
Immune cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

⊕ **Battleaxe** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 14 damage.

Triggered Actions

⸸ **Dying Swipe** ✦ **Encounter**
Trigger: The giant drops to 0 hit points.
Effect (Free Action): The giant uses *battleaxe*.

Str 18 (+11) **Dex** 16 (+10) **Wis** 14 (+9)
Con 19 (+11) **Int** 10 (+7) **Cha** 11 (+7)
Alignment evil **Languages** Giant
Equipment heavy furs, battleaxe

2 Dire Polar Boars **Level 15 Elite Brute**
Large natural beast XP 2,400 each

HP 364; **Bloodied** 182 **Initiative** +11
AC 27, **Fortitude** 29, **Reflex** 27, **Will** 28 **Perception** +12
Speed 8
Resist 10 cold
Saving Throws +2; **Action Points** 1

Standard Actions

⊕ **Claw** ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 2d12 + 15 damage.

⸸ **Maul** ✦ **At-Will**
Effect: The bear uses *claw* twice. If both attacks hit the same target, the bear grabs the target (escape DC 22) if it has fewer than two creatures grabbed.

Ursine Crush ✦ **At-Will**
Effect: Melee 1 (one creature grabbed by the bear); 4d10 + 21 damage.

Str 24 (+14) **Dex** 18 (+11) **Wis** 20 (+12)
Con 22 (+13) **Int** 2 (+3) **Cha** 16 (+10)
Alignment unaligned **Languages** –

17. Hall of the Iceskull Throne

Combat Encounter Level 19 (12,400 XP)

This immense, 50-foot-high cavern serves as Jarl Grugnur's throne hall. His trusted advisor—the fire giant Hasskarth—and a small retinue of frost giants watch over the area. One marauder rides a Nyfellar mammoth. If you are using miniatures to represent the monsters, do not place the mammoth and rider until they reveal themselves.

Light: Bright (torches and fire beetle lamps)

Monsters: Hasskarth (fire giant forgecaller), 2 frost giant shield bearers, 1 Nyfellar mammoth, 3 frost giant marauders

When the characters first enter area 17A, read:

Large stone tables and chairs occupy much of the floor space in this vast hall, which is illuminated by dozens of crude lamps made of fire beetle glands. Natural columns of rock rise 50 feet to support a rough-hewn ceiling covered with icicles. Stairs cling to the western and eastern walls, climbing to a pair of 30-foot-high ledges overlooking the hall. A frost giant stands halfway up each staircase, axe in one hand and shield in the other. Atop each ledge, a frost giant stands behind a ballista turret.

A harsh voice rises from the far end of the hall. "Step forward, puny ones. Come pay tribute to Grugnur, jarl of the frost giants."

The guardians allow the characters to traverse the hall and stand before Hasskarth and the Iceskull Throne. If the characters do anything other than obey Hasskarth's orders, the fire giant orders the other giants to attack. If the characters approach the throne alcove, Hasskarth orders them to stop 30 feet from the foot of the stairs leading to the throne.

Fire Giant Forgecaller **Level 18 Artillery**
Large elemental humanoid (fire, giant) XP 2,000

HP 136; **Bloodied** 68 **Initiative** +11
AC 32, **Fortitude** 33, **Reflex** 29, **Will** 30 **Perception** +17
Speed 8
Resist 15 fire

Standard Actions

⊕ **Smoldering Mace** (fire, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 2d10 + 11 fire damage.

Fire Pillar (fire) ✦ **At-Will**
Attack: Ranged 20 (one creature); +23 vs. Reflex
Hit: 3d10 + 10 fire damage.

Flaming Burst (fire) ✦ **Recharge** ⚅
Attack: Area burst 2 within 10 (creatures in the burst); +23 vs. Reflex
Hit: 2d10 + 10 fire damage, and ongoing 10 fire damage (save ends).
Miss: Half damage, and ongoing 5 fire damage (save ends).

Str 23 (+15) **Dex** 15 (+11) **Wis** 16 (+12)
Con 22 (+15) **Int** 10 (+9) **Cha** 11 (+9)

Alignment evil **Languages** Giant
Equipment mace

When the characters approach area 17C, read:

Three stone steps lead up to an alcove carved into an enormous column of rock. The walls of the alcove are adorned with bas-reliefs depicting frost giant leaders waging war upon their enemies. Within the alcove rests a giant throne made of skulls held together by a thick coating of ice. Draped over the back of the throne is a white dragon's hide. To the right of the throne, tucked in a niche, is a large chest made of ice.

Standing in front of the throne is a 12-foot-tall giant with charcoal-colored skin, flame-orange hair, and a metallic robe. Smoke issues from his mace.

At King Snurre's urging, Hasskarth recently replaced Vaald (area 15) as Grugnur's chief advisor. Although the characters have piqued his curiosity, Hasskarth's sole intention is to lure them deep into the hall so that they can be wiped out quickly.

2 Frost Giant Shield Bearers **Level 18 Soldier**
Large elemental humanoid (cold, giant) XP 2,000 each

HP 174; **Bloodied** 87 **Initiative** +17
AC 34, **Fortitude** 32, **Reflex** 31, **Will** 28 **Perception** +14
Speed 8 (ice walk)
Resist 15 cold

Traits

Coordinated Attack
The giant has combat advantage against an enemy while another frost giant shield bearer is adjacent to that enemy.

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

⊕ **Icy Battleaxe** (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 3d10 + 10 cold damage, and the target is marked until the end of the giant's next turn.

Protective Strike ✦ **Encounter**
Effect: The giant uses *icy battleaxe*. On a hit, the attack deals 10 extra cold damage, and one ally within 10 squares of the giant gains 25 temporary hit points.

Minor Actions

Defensive Stand ✦ **At-Will** (1/round)
Effect: Choose one enemy within 10 squares of the giant that is not marked by it. If that enemy moves adjacent to the giant before the end of the giant's next turn, the giant can use *icy battleaxe* against the enemy as a free action.

Skills Athletics +21, Intimidate +16
Str 24 (+16) **Dex** 22 (+15) **Wis** 20 (+14)
Con 22 (+15) **Int** 15 (+11) **Cha** 14 (+11)

Alignment evil **Languages** Giant
Equipment hide armor, heavy shield, battleaxe

17A. Dining Hall: Special functions and feasts are held here. Stone-carved tables and chairs take up much of the hall, and the tables are littered with the remains of past meals.

17B. Ballista Ledges: The rough-hewn stairs leading up to these 30-foot-high ledges (DC 23 Athletics to climb) are difficult terrain while ascending

3 Frost Giant Marauders	Level 17 Skirmisher
Large elemental humanoid (cold, giant)	XP 1,600 each
HP 168; **Bloodied** 84	**Initiative** +14
AC 31, **Fortitude** 31, **Reflex** 28, **Will** 27	**Perception** +11
Speed 8 (ice walk)	
Resist 15 cold	
Traits	
Icebound Footing	
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
Icy Handaxe (cold, weapon) ✦ **At-Will**	
Attack: Melee 2 or Ranged 10 (one creature); +22 vs. AC	
Hit: 2d6 + 6 cold damage.	
Effect: The giant shifts up to 2 squares.	
Twin Strike ✦ **At-Will**	
Effect: The giant uses *icy handaxe* twice and can shift up to 2 squares between the attacks.	
Hurling Charge ✦ **Encounter**	
Effect: The giant uses *icy handaxe* twice as ranged attacks and then charges one of the targets.	
Skills Athletics +18	
Str 21 (+13) **Dex** 19 (+12) **Wis** 17 (+11)	
Con 24 (+15) **Int** 10 (+8) **Cha** 12 (+9)	
Alignment evil **Languages** Giant	
Equipment 8 handaxes	

them. Atop each ledge is a frost giant marauder operating a ballista turret.

Ballista Turrets: These giant weapons fire magical bolts of force. A Medium or Small character can operate one but takes a -5 penalty to the attack roll. Ballista turrets require no loading, and firing one is a standard action: Area burst 1 within 20 (creatures in the burst); +20 vs. Reflex; 3d8 + 5 force damage. Characters can target the ballista turrets (AC/Reflex 5, Fortitude 20; immune to cold, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage; hp 100). A ballista turret reduced to 50 or fewer hit points takes a -2 penalty to attack rolls. A turret cannot be dismantled without destroying it.

Nyfellar Mammoth	Level 17 Brute
Huge elemental beast (mount)	XP 1,600
HP 202; **Bloodied** 101	**Initiative** +8
AC 29, **Fortitude** 31, **Reflex** 26, **Will** 28	**Perception** +12
Speed 8 (ice walk)	
Resist 10 cold	
Traits	
Icebound Footing	
When an effect pulls, pushes, or slides the mammoth, it can choose to move 2 squares fewer than the effect specifies. The mammoth can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
Gore ✦ **At-Will**	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d10 + 15 damage.	
Blizzard Trample (cold) ✦ **Recharge** when the mammoth is first bloodied or when it takes cold damage	
Effect: The mammoth moves up to its speed and can move through enemies' spaces during the move. Each time the mammoth enters an enemy's space for the first time during the move, it makes the following attack against that enemy.	
Attack: Melee 0 (the enemy in the space); +20 vs. Fortitude	
Hit: 2d6 + 18 damage plus 1d10 cold damage, and the target falls prone.	
Tusk Toss ✦ **Recharge** ⚄ ⁞⁞	
Attack: Melee 2 (one creature); +20 vs. Fortitude	
Hit: 1d10 + 15 damage, and the mammoth slides the target up to 5 squares and up to 30 feet into the air. The target then falls, landing prone in the square where the slide ended.	
Bitterwind Charge (mount) ✦ **At-Will**	
Requirement: A friendly rider of level 17 or higher must be riding the mammoth.	
Effect: The mammoth uses *blizzard trample* or charges and can use *tusk toss* instead of a melee basic attack. After the mammoth's attack, its rider can make a melee basic attack as a free action.	
Str 30 (+18) **Dex** 10 (+8) **Wis** 18 (+12)	
Con 22 (+14) **Int** 2 (+4) **Cha** 9 (+7)	
Alignment unaligned **Languages** –	

17C. Iceskull Throne: This chair is the symbol of the jarl's authority. The throne has served as the seat of power for many frost giant jarls but has no real value. It is made of the frozen skulls of various humanoids and a few monsters.

To one side of the throne is a niche containing an unlocked chest carved from glacial ice. The chest is unlocked and holds 5,000 gp.

Tactics: Hasskarth unleashes *flaming burst* at the outset and uses *fire pillar* on subsequent rounds while waiting for his power to recharge. If pinned down by melee combatants, he calls for aid from the shield bearers. If Hasskarth is bloodied, he flees to area 20 to warn the jarl (using the hidden passage, area 20A).

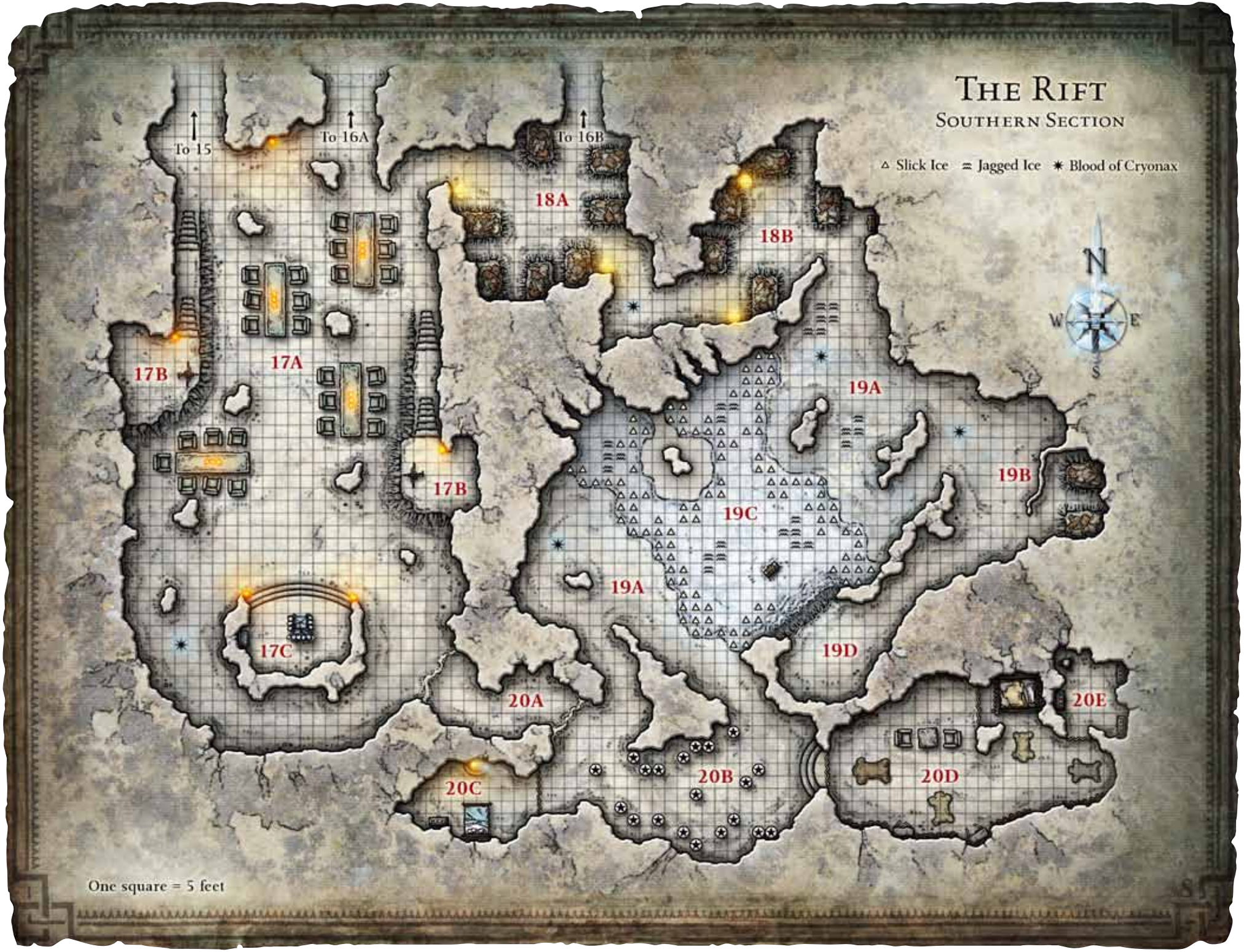
The frost giants work to protect Hasskarth. The shield bearers use their axes on enemies attacking the fire giant. Two marauders manning the ballista turrets fire on the party's rear ranks. These giants attack with their greataxes only if the turrets are destroyed or enemies are in melee range.

The mammoth and its rider emerge from the cave behind the throne. The giant uses its move action each round to control the mammoth and a standard action to use *bitterwind charge*. As part of that charge, the rider hurls axes or attacks while in melee.

Treasure: Hasskarth has the key to the iron chest in area 20C.

Conclusion

If Hasskarth escapes, the characters encounter him again in Jarl Grugnur's quarters (area 20D). The fire giant spends two healing surges between encounters if he is permitted a short rest.


The Rift
Southern Section
Slick Ice
Jagged Ice
Blood of Cryonax
To 15
To 16A
To 16B
18A
18B
17A
17B
17B
19A
19B
19C
19A
17C
19D
20A
20E
20B
20D
20C
N
W
E
S
One square = 5 feet

18. Icy Barracks

Combat Encounter Level 17 (8,000 XP)

These 40-foot-high caverns are lined with stone ledges that serve as beds for the frost giants. Each ledge is 5 feet high and 10 feet deep.

Light: Bright (torches and fire beetle lamps).

Monsters: Gnotmir (frost giant swordthain), 3 frost giants.

When the characters enter area 18A or 18B, read:

Stone beds heaped with furs line the walls of this bitterly cold cavern. Sputtering torches reveal that the beds are carved stone ledges. The floor is blanketed in frost, and large icicles hang from the ceiling.

If the characters surprise the giants, add:

A powerfully built frost giant wearing a horned helm sits on the edge of one bed, sharpening his massive greatsword. Three more frost giants snore loudly under mangy furs on other nearby ledges, their greataxes leaning nearby.

Gnotmir responds to loud noises by waking the other giants and investigating the disturbance.

18A. West Barracks: This cavern contains seven frost giant beds and is presently unoccupied.

18B. East Barracks: This cavern contains five frost giant beds. Gnotmir keeps his treasure in a large, locked stone chest near his bed. He carries the key to the chest, which can also be unlocked with a DC 25 Thievery check. The chest contains four 5,000-gp gems, 2,000 gp, and assorted mundane items (see "Treasure," page 3).

Frost Giant Swordthain **Level 17 Elite Soldier**
Large elemental humanoid (cold, giant) XP 3,200

HP 332; **Bloodied** 166 **Initiative** +14
AC 33, **Fortitude** 30, **Reflex** 28, **Will** 29 **Perception** +13
Speed 8 (ice walk)
Resist 15 cold
Saving Throws +2; **Action Points** 1

Traits

☼ **Flurry of Steel** (weapon) ✦ **Aura** 2
An immobilized, restrained, or slowed enemy that willingly leaves the aura takes 10 damage. If the giant is bloodied, this damage increases to 15.

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

⊕ **Icy Greatsword** (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d12 + 12 cold damage, and the target is slowed (save ends).
First Failed Saving Throw: The target is instead immobilized until the end of the giant's next turn.

⸸ **Double Attack** ✦ **At-Will**
Effect: The giant uses *icy greatsword* twice.

⸸ **Freezing Strike** (cold, weapon) ✦ **Recharge** when first bloodied
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d12 + 12 cold damage, and ongoing 10 cold damage and the target is restrained (save ends both).
Aftereffect: Ongoing 5 cold damage, and the target is slowed (save ends both).

Skills Athletics +20, Intimidate +16
Str 24 (+15) **Dex** 18 (+12) **Wis** 21 (+13)
Con 22 (+14) **Int** 10 (+8) **Cha** 16 (+11)
Alignment evil **Languages** Common, Giant
Equipment chainmail, greatsword

3 Frost Giants **Level 17 Brute**
Large elemental humanoid (cold, giant) XP 1,600 each

HP 201; **Bloodied** 100 **Initiative** +11
AC 29, **Fortitude** 32, **Reflex** 27, **Will** 28 **Perception** +13
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

⊕ **Icy Greataxe** (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 3d12 + 11 cold damage, or 2d12 + 47 cold damage if the giant scores a critical hit.

⸸ **Chilling Strike** (cold, weapon) ✦ **Recharge** ⚄ ⁞⁞
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 5d12 + 15 cold damage, and the target gains vulnerable 10 cold (save ends).

Skills Athletics +19
Str 23 (+14) **Dex** 16 (+11) **Wis** 20 (+13)
Con 21 (+13) **Int** 10 (+8) **Cha** 12 (+9)
Alignment evil **Languages** Giant
Equipment hide armor, greataxe

Tactics: Confident that he can dispatch the characters, Gnotmir orders the other frost giants to stand back and give him room. He wades into melee and uses *freezing strike*. After Gnotmir takes damage three times, the other giants draw their greataxes and enter melee.

Conclusion

If the characters present Gnotmir's greatsword to Hyrkzag's remains in area 13C, the ghost gives them a reward (see page 27).

19. Cavern of the Frozen Pool

Combat Encounter Level 18 (10,800 XP)

Fire beetles wander this whole area, which is home to a few other dangerous creatures as well.

Light: Bright (fire beetles in area 19A and torches in area 19D). If half the fire beetles are killed, areas 19A, 19B, and 19C become dimly lit. If all the fire beetles are slain, the area is illuminated only by whatever light the characters provide.

Monsters: 2 frost giant shamans, 1 dire bulette, 12 glacial fire beetles.

When the characters enter area 19A, read:
An immense cavern opens up before you. Icicles cling to the 50-foot-high ceiling, and breathtakingly beautiful ice formations cover the walls and floor. Fire beetles scuttle about, casting the icy grotto in a hellish glow.

The floor slopes down gradually toward a frozen pool that fills the middle of the cavern. On the far side of the pool, you see another rocky shore. At one time, a great waterfall fed this underground pool, but the water has completely frozen into a glittering wall of ice.

Perception DC 16: *The wall of ice has narrow gaps in its surface.*

Perception DC 23: *Hints of movement suggest something lurks behind the waterfall.*

If the characters approach area 19C, read:
Halfway across the frozen pool, firmly embedded in the ice, is a large wooden chest.

The ceilings in areas 19A and 19C are 50 feet high, and the ceiling in area 19B is 30 feet high. The floor of area 19D is 20 feet above the surface of the frozen pool (area 19C).

If you are using miniatures to represent the monsters, do not place the dire bulette or the giants on the map immediately. The bulette hides beneath the frozen pool and surfaces when one or more characters attempt to cross the ice. The giants lurk behind the waterfall.

19A. Near Shore: This area has few features except the blood of Cryonax (see "Special Terrain Features," page 4).

19B. Giants' Domicile: The giants stationed in area 19D have erected a wall around a pair of 5-foot-high ledges that serve as their beds. The wall closes off the alcove containing the beds, except for a 15-foot-high open doorway.

19C. Frozen Pool: The floor gives way to a frozen pool. The pool is 10 feet deep in squares adjacent to the shore and 20 feet deep everywhere else, and the ice is opaque. The surface includes slick ice and jagged ice (see "Special Terrain Features," page 4).

The frozen pool is home to a dire bulette that breaks through the ice to attack characters as they cross.

A locked wooden chest, half embedded in the ice on the surface of the frozen pool, is clearly visible from either shore. The key to the chest is nowhere to be found, but a DC 31 Thievery check opens the lock. The chest contains a crystal statuette of Cryonax with gems for eyes (2,500 gp), a silver medallion set with a blazing fire opal (1,500 gp), and 3,000 gp.

19D. Giant Lookouts: The floor of this 30-foot-high cave is 20 feet above the frozen pool (area 19C). The two frost giant shamans lurk behind the frozen waterfall, ready to attack intruders who cross the frozen pool or approach this cave.

Waterfall: The frozen waterfall provides partial cover against attacks originating on the other side of the waterfall from the target.

Tactics: The beetles move about aimlessly, feeding on bits of lichen. If combat breaks out, they become agitated and begin attacking creatures in the area, bursting with gouts of fire when slain. The more beetles that are killed, the darker the cavern becomes (see "Light" above).

2 Frost Giant Shamans — **Level 17 Artillery**
Large elemental humanoid (cold, giant) — XP 1,600 each

HP 130; **Bloodied** 65 — **Initiative** +9
AC 31, **Fortitude** 29, **Reflex** 28, **Will** 30 — **Perception** +15
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

⊕ **Icy Staff** (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d10 + 13 cold damage.

Chill the Blood (cold) ✦ **At-Will**
Attack: Ranged 20 (one creature); +22 vs. Fortitude
Hit: 2d8 + 7 cold damage, and ongoing 10 cold damage (save ends).

Coldfire Sphere (cold, conjuration, fire) ✦ **Encounter**
Effect: Ranged 10; the giant conjures a Large sphere of blue flame that occupies a space in range, and the sphere attacks. The sphere persists until the end of the giant's next turn. Any creature that starts its turn adjacent to the sphere takes 10 cold and fire damage and is slowed until the end of its next turn. As a move action, the giant can move the sphere up to 6 squares. As a standard action, the giant can make the sphere's attack again. The giant is immune to damage from its sphere.
Attack: Melee 1 (one creature); +22 vs. Reflex
Hit: 2d10 + 14 cold and fire damage.
Sustain Minor: The effect persists until the end of the giant's next turn, and the giant can move the sphere up to 3 squares.

Skills Arcana +18, Athletics +18
Str 20 (+13) — **Dex** 13 (+9) — **Wis** 24 (+15)
Con 22 (+14) — **Int** 20 (+13) — **Cha** 14 (+10)
Alignment evil — **Languages** Common, Draconic, Giant
Equipment robes, staff

Dire Bulette	Level 18 Elite Skirmisher
Huge natural beast	XP 4,000
HP 350; **Bloodied** 175	**Initiative** +17
AC 33, **Fortitude** 31, **Reflex** 29, **Will** 28	**Perception** +14
Speed 8, burrow 8	Darkvision, tremorsense 20
Saving Throws +2; **Action Points** 1	

Traits

Ground Eruption

The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.

Standard Actions

⊕ Bite ✦ At-Will

Attack: Melee 1 (one creature); +23 vs. AC

Hit: 3d10 + 10 damage, or 5d10 + 10 against a prone target.

Leaping Bite ✦ At-Will

Effect: The bulette jumps up to 7 squares and can use *bite* at any point during the movement. This movement does not provoke opportunity attacks.

Rising Burst ✦ At-Will

Requirement: The bulette must be underground.

Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.

Attack: Close burst 3 (creatures in the burst); +23 vs. AC

Hit: 2d12 + 10 damage.

Miss: Half damage.

Move Actions

Earth Furrow ✦ At-Will

Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.

Attack: Melee 1; +21 vs. Fortitude

Hit: The target falls prone.

Skills Athletics +22, Endurance +20

Str 26 (+17)	**Dex** 22 (+15)	**Wis** 20 (+14)
Con 23 (+15)	**Int** 5 (+6)	**Cha** 10 (+9)

Alignment unaligned **Languages** –

The dire bulette is adapted to life in the glacial rift, so it has resist 10 cold and can burrow through ice. Tremorsense allows it to detect characters as they cross the frozen pool (area 19C). It uses *rising burst* to shower enemies in chunks of ice and *earth furrow* to knock enemies prone before using *bite*, leaping if necessary to attack a prone target. The dire bulette doesn't pursue characters beyond area 19. If it has no enemies it can attack, it burrows down into the frozen lake.

12 Glacial Fire Beetles	Level 15 Minion Brute
Small elemental beast	XP 300 each
HP 1; a missed attack never damages a minion.	**Initiative** +8
AC 27, **Fortitude** 26, **Reflex** 25, **Will** 24	**Perception** +7
Speed 6	
Immune cold, fire	

Standard Actions

⊕ Bite ✦ At-Will

Attack: Melee 1 (one creature); +20 vs. AC

Hit: 14 damage.

Triggered Actions

Fire Spray (fire) **✦ Encounter**

Trigger: The beetle drops to 0 hit points.

Effect (No Action): Close burst 2 (creatures in the burst); 14 fire damage.

Str 14 (+9)	**Dex** 12 (+8)	**Wis** 10 (+7)
Con 12 (+8)	**Int** 1 (+2)	**Cha** 8 (+6)

Alignment unaligned **Languages** –

The frost giant shamans wait until the bulette surfaces before using *chill the blood*. On subsequent rounds, they conjure and sustain *coldfire spheres* while using *chill the blood* to keep enemies engaged with the bulette. If the characters confront the frost giants in their cave (area 19D), they use the same tactics.

Development

Sounds of combat here alert the frost giants standing guard in area 20B. They warn Jarl Grugnur of approaching danger and remain in area 20B, ready to face the intruders.

20. The Jarl's Caverns

Combat Encounter Level 20 (15,400 XP) plus a trap (1,200 XP)

When he is not entertaining guests or celebrating another successful raid, the frost giant jarl keeps to his quarters, where he plots future raids and enjoys the company of his consort, Svarhilda.

Sounds of combat in area 17 or 19 alert the three frost giants standing guard in area 20B. One of them immediately warns Grugnur of danger before returning to his post. The jarl, his consort, and his pet winter wolves remain in area 20D.

Light: Bright (torches) except in area 20A, which is dark.

Monsters: Grugnur (frost giant jarl), Svarhilda (frost giant consort), 3 winter wolves, 3 frost giants. If Hasskarth fled from area 17, he is also here.

Trap: Exploding chest.

When the characters see area 20B, read:

Torches illuminate this 40-foot-high cave. Its floor is covered in a frosty rime that crunches underfoot. Icicles hang from the ceiling. Arranged about the cave are twenty blue-skinned dwarves, each one frozen solid and covered with ice. Frost giants stand among the horrid statuary.

When the characters see area 20C, read:

A heavy curtain covers the entrance of this 30-foot-high cave filled with smoke. The smoke issues from a fire blazing in a stone-carved basin set into the north wall. Across from the basin rests an iron-framed bed and a large iron chest with clawed feet.

When the characters see area 20D, read:

Behind a thick curtain lies a spacious, torchlit cavern 40 feet high. The walls are hung with heavy tapestries and various pelts and skins. A large stone table and two equally impressive chairs stand before a curtained alcove, and polar bearskin rugs cover the floor.

Two angry and formidable-looking giants—a male and a female—stand behind a trio of snarling winter wolves. The male wears armor and wields a shield of red dragon scales and an icy bastard sword. The female wears white, fur-lined hide armor and wields an ornate black-iron mace, its head shaped like a screaming dwarf head engulfed in fire.

20A. Hidden Tunnel: This unlit, 30-foot-high passage connects the jarl's caverns to the throne hall. Two illusory walls hide the tunnel, appearing from either side as ordinary rough-hewn walls and blocking line of sight. Anything coming into contact with an illusory wall passes right through it.

20B. Frozen Gallery: This ceiling is 40 feet overhead, and positioned around the cavern are the frozen corpses of twenty dwarves. Three frost giants guard the hall and use the frozen dwarves as missile weapons, hurling them at intruders (see "Tactics" below).

The floor is covered with thick frost that crunches underfoot, imposing a –5 penalty to Stealth checks made in this area.

20C. Hasskarth's Quarters: Grugnur's fire giant advisor can be found here when he is not loitering near the Iceskull Throne (area 17C). A curtain covers the entrance of this 30-foot-high cave, which is warm and smoky. A stone basin carved into the north wall contains a blazing fire, and an iron-wrought bed stands against the opposite wall.

Next to the bed is a locked and trapped iron chest. Anyone who opens the chest without using the proper key (which is in Hasskarth's possession) or disabling the trap causes the chest to explode, scattering the treasure within. The chest holds 5,000 gp and a brass scroll tube containing a letter written on parchment. The missive is written in the Davek script and reads as follows:

Hasskarth,
His Magnificence, King Snurre, commends your efforts. However, he grows impatient with Grugnur's tactical raids and demands that you advise the jarl to prepare the next major offensive against the human settlements and dwarven clanholds. Also, we have nearly exhausted our stock of slaves and require more prisoners. See to this at once!

Obmi, Advisor to the King

Exploding Iron Chest	**Level 15 Lurker**
Trap	XP 1,200
Detect automatic	**Initiative** –
HP 75	
AC 25, **Fortitude** 25, **Reflex** 3, **Will** –	
Immune cold, fire, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage	
Perception	
✦ **DC 15:** The character notices the chest is made of overlapping triangular iron plates that have sharp edges.	
✦ **DC 22:** The character determines that the chest is designed to explode when opened without the proper key.	
✦ **DC 30:** The character correctly gauges the burst radius of the explosion.	
Triggered Actions	
✧ **Exploding Chest**	
Trigger: The chest is opened without the proper key or drops to 0 hit points.	
Attack (No Action): Close burst 5 (creatures in the burst); +18 vs. Reflex	
Hit: 3d10 + 13 damage.	
Miss: Half damage.	
Effect: The chest is destroyed.	
Countermeasures	
✦ **Disable:** Thievery DC 22. Three successes required. *Success:* The chest is disabled and unlocked. *Failure:* If two checks in a row fail or one check fails by 5 or more, the trap triggers.	

Svarhilda, Frost Giant Consort **Level 18 Controller**
Large elemental humanoid (cold, giant) XP 2,000
HP 174; **Bloodied** 87 **Initiative** +14
AC 32, **Fortitude** 30, **Reflex** 29, **Will** 31 **Perception** +14
Speed 8 (ice walk)
Resist 15 cold

Traits

Icebound Footing
When an effect pulls, pushes, or slides Svarhilda, she can choose to move 2 squares fewer than the effect specifies. Svarhilda can make a saving throw to avoid falling prone when an attack would knock her prone.

Standard Actions

Mace (fire, teleportation, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 2d10 + 14 fire damage, and Svarhilda teleports the target up to 5 squares.

Ice Pillar (cold, conjuration) ✦ **Recharge** when the effect ends
Attack: Ranged 10 (one creature); +21 vs. Reflex
Hit: 2d8 + 7 cold damage, and ongoing 10 cold damage (save ends).
Effect: Svarhilda conjures an ice pillar that must rest on a solid surface, fills 1 square, is up to 8 squares high, and lasts until the end of her next turn. Svarhilda slides any creature in the pillar's square when it appears up to 3 squares to a space within 2 squares of the pillar. The pillar is blocking terrain and is immune to damage. Any enemy that starts its turn within 2 squares of the pillar is slowed and grants combat advantage to cold creatures until the start of its next turn.

Minor Actions

Ice Spikes (cold, zone) ✦ **Encounter**
Effect: Area burst 2 within 10; the burst becomes a zone of icy difficult terrain that lasts until the end of the encounter. Any enemy that ends its turn in the zone takes 15 cold damage.

Triggered Actions

Share Pain ✦ **At-Will**
Trigger: Svarhilda takes damage.
Effect (Free Action): Close burst 5 (one ally in the burst); the target takes half the damage, and Svarhilda takes the other half.

Fiery Transport (fire) ✦ **Recharge** ⚄ ⚅
Trigger: An enemy that Svarhilda teleported arrives in its new space.
Effect (No Action): Close burst 1 centered on the enemy (enemies in the burst); 10 fire damage.

Skills Arcana +17, Athletics +19, Insight +19
Str 21 (+14) **Dex** 21 (+14) **Wis** 20 (+14)
Con 22 (+15) **Int** 17 (+12) **Cha** 24 (+16)
Alignment evil **Languages** Common, Giant, Primordial
Equipment hide armor, mace

20D. Grugnur's Lair: Three stone steps lead up to a thick curtain of animal hide that covers the entrance to this torchlit cavern. Jarl Grugnur and his consort dwell within, along with the jarl's pet winter wolves, Einzag, Donnblut, and Fjorigor.

The 40-foot-high cavern contains a giant-sized stone table littered with dinnerware and food scraps, as well as two large stone chairs and a pair of stone wardrobes containing hide clothing and assorted mundane items (see "Treasure," page 3). Grugnur's bed, hidden in a curtained alcove, is made of lashed wood and bones covered with animal furs.

20E. Treasury: This 30-foot-high cave contains three large, locked stone chests (DC 31 Thievery check to open; Grugnur carries the keys).

One chest contains a mithral crown (15,000 gp, sized for a Medium humanoid), a gem-studded jewelry box (7,500 gp) holding five pieces of jewelry (1,500 gp each), and a frozen *potion of vitality*.

The second chest contains a golden astrolabe studded with gems (15,000 gp), fifteen 1,000-gp gems, and 3,000 gp.

The third chest contains a +5 *holy symbol* (or another level 21 common or uncommon magic item),

Grugnur, Frost Giant Jarl **Level 19 Elite Lurker**
Large elemental humanoid (cold, giant) XP 4,800
HP 290; **Bloodied** 145 **Initiative** +18
AC 33, **Fortitude** 32, **Reflex** 30, **Will** 31 **Perception** +15
Speed 8 (ice walk)
Resist 15 cold
Saving Throws +2; **Action Points** 1

Traits

Icebound Footing
When an effect pulls, pushes, or slides Grugnur, he can choose to move 2 squares fewer than the effect specifies. Grugnur can make a saving throw to avoid falling prone when an attack would knock him prone.

Standard Actions

Icy Bastard Sword (cold, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +24 vs. AC
Hit: 2d10 + 16 cold damage, and the target is slowed (save ends).

Coldshot Crossbow (cold, weapon) ✦ **At-Will**
Attack: Ranged 20 (one creature); +22 vs. AC
Hit: 2d10 + 6 cold damage, and ongoing 10 cold damage and the target is slowed (save ends both).
Special: In Grugnur's hands, the crossbow needs no ammunition.

Double Attack ✦ **At-Will**
Effect: Grugnur makes two basic attacks.

Blizzard Form (polymorph) ✦ **Recharge** when Grugnur ends his turn in giant form
Effect: Grugnur and his equipment transform into a swirling column of snow until the end of his next turn. In this form, Grugnur cannot attack, but he is immune to damage except fire damage. In addition, he can move through openings of any size without squeezing and enter other creatures' spaces.
Sustain Minor: The effect persists until the start of Grugnur's next turn.

Triggered Actions

Wintery Return (cold) ✦ **At-Will**
Trigger: Grugnur starts his turn in *blizzard form*.
Effect (Free Action): Close burst 2 (enemies in the burst); 20 cold damage. The *blizzard form* effect ends.

Skills Athletics +20, Intimidate +18, Stealth +19
Str 23 (+15) **Dex** 20 (+14) **Wis** 22 (+15)
Con 25 (+16) **Int** 15 (+11) **Cha** 19 (+13)
Alignment evil **Languages** Common, Dwarven, Giant
Equipment hide armor, light shield, bastard sword, light crossbow, dragon-horn helm

3 Winter Wolves	Level 14 Skirmisher
Large natural magical beast	XP 1,000 each
HP 141; **Bloodied** 70	**Initiative** +14
AC 28, **Fortitude** 27, **Reflex** 26, **Will** 24	**Perception** +10
Speed 8 (ice walk)	Low-light vision
Resist 20 cold	
Traits	
Takedown	
Whenever the wolf hits a target with a charge attack, the target takes 1d8 extra damage and falls prone.	
Standard Actions	
⊕ **Bite** (cold) ✦ **At-Will**	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 8 damage plus 1d10 cold damage, or 3d8 + 8 damage plus 1d10 cold damage against a prone target.	
✧ **Freezing Breath** (cold) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close blast 5 (creatures in the blast); +17 vs. Reflex	
Hit: 2d10 + 5 cold damage.	
Miss: Half damage.	
Minor Actions	
Drag ✦ **At-Will**	
Effect: Melee 1 (one prone creature); the wolf shifts 1 square, pulling the target to a square adjacent to it.	
Str 23 (+13) **Dex** 21 (+12) **Wis** 17 (+10)	
Con 21 (+12) **Int** 9 (+6) **Cha** 10 (+7)	
Alignment evil **Languages** Common, Giant	

3 Frost Giants	Level 17 Brute
Large elemental humanoid (cold, giant)	XP 1,600 each
HP 201; **Bloodied** 100	**Initiative** +11
AC 29, **Fortitude** 32, **Reflex** 27, **Will** 28	**Perception** +13
Speed 8 (ice walk)	
Resist 15 cold	
Traits	
Icebound Footing	
When an effect pulls, pushes, or slides the giant, it can choose to move 2 squares fewer than the effect specifies. The giant can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
⊕ **Icy Greataxe** (cold, weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d12 + 11 cold damage, or 2d12 + 47 cold damage if the giant scores a critical hit.	
⸸ **Chilling Strike** (cold, weapon) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 5d12 + 15 cold damage, and the target gains vulnerable 10 cold (save ends).	
Skills Athletics +19	
Str 23 (+14) **Dex** 16 (+11) **Wis** 20 (+13)	
Con 21 (+13) **Int** 10 (+8) **Cha** 12 (+9)	
Alignment evil **Languages** Giant	
Equipment hide armor, greataxe	

200 pp, and a bundle of scrolls made from human and dwarf skin. Written on the scrolls are Grugnur's battle plans, including tactical information on impending raids. Retrieving these plans completes a major quest (see "Quests," page 2).

Communication Globe: The northwest alcove contains a scintillating 2-foot-diameter crystal globe mounted atop an 8-foot-tall sculpted pedestal of ice. This globe is part of a two-way communication device and is linked to the globe in area 4C. Any creature that touches a globe can see through its sister globe and can speak and be heard by creatures within earshot of the sister globe. Touching the globe again deactivates it. If either crystal globe is destroyed (AC/Reflex 5, Fortitude 10; immune to cold, fire, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage; hp 20), both globes cease to function.

Tactics: The three frost giants in area 20B fight to the death to keep intruders from reaching area 20D. A frost giant standing next to a frozen dwarf can pick up the dwarf and hurl it as a standard action: Ranged 10; +20 vs. AC; 3d10 + 14 damage, and the target falls prone. The dead frozen dwarf breaks into pieces on impact.

Grugnur uses *blizzard form* to maneuver into positions where he can attack more effectively. He targets enemies at range using *coldshot crossbow* until enemies come close enough to be hit by his sword. If Svarhilda and two winter wolves are slain, or if Grugnur is badly wounded, he assumes *blizzard form* and flees to area 17, hoping to rally reinforcements.

Starting with *ice spikes* and creating an *ice pillar* every other round to hinder enemy movement, Svarhilda otherwise attacks boldly with a mace that was a gift from King Snurre, using *fiery transport* whenever she can. Once she is bloodied, she is more conservative in her movement. She forces her attackers to join her in the *ice spikes* zone or near an *ice pillar*. The only ally Svarhilda won't use *share pain* on is Grugnur.

The winter wolves try to keep enemies from reaching the jarl while knocking enemies prone so that allies can gain combat advantage against them.

Development

If Grugnur escapes, he makes his final stand in area 17 with or without reinforcements.

Concluding the Adventure

Once the characters defeat Jarl Grugnur and retrieve his battle plans, they can return to civilization to spend their hard-earned gold and collect on their various quests. They have a few days to recover from their ordeal before they are called upon to face the giant threat once again, this time by confronting its architect: King Snurre of the fire giants!

Characters who negotiated their way past some of the challenges in the adventure might need to fight their way to freedom. They must also deal with the treacherous frost giant winterlord, Vaald, lest he usurp Grugnur's throne and present himself as a staunch new ally to King Snurre.

In the course of exploring the Glacial Rift, the characters will likely stumble upon clues that foreshadow events to come:

- **Flerd and Beek:** Characters who use Speak with Dead rituals on the frozen remains of Flerd Trantle and Beek Gwenders (area 2B) might learn the names of the other members of their adventuring party. Two survivors of this ill-fated party appear in the next adventure, "Hall of the Fire Giant King" (*Dungeon* 200).
- **Obmi:** Characters who search Hasskarth's quarters (area 20C) might find the missive from Obmi, advisor to King Snurre. Characters who research the name "Obmi" and succeed on a DC 25 History check or Streetwise check suspect that "Obmi" is most likely Obmi Ironwhisper, a scheming dwarf noble who was exiled from his clan many years ago. The characters might encounter him in "Hall of the Fire Giant King."
- **Elektra:** If Elektra the storm giant escapes from the jarl's prison and returns home safely, her father (Krombaalt) presents the characters with a special quest at the beginning of "Hall of the Fire Giant King."

The Adventure Continues

"Glacial Rift of the Frost Giant Jarl" can be played as the third adventure in a four-part series that spans the paragon tier and takes the characters all the way to epic level. The final chapter of this series is described briefly below, giving you an idea of where the campaign is headed.

"Hall of the Fire Giant King"

The characters challenge Snurre, the mighty fire giant king, and discover the secret power behind the throne.

AUTHOR'S ENDNOTE: UPDATING A CLASSIC

In reimagining "Glacial Rift of the Frost Giant Jarl," I made some changes to the maps and encounters to make the adventure a fun and balanced 4th Edition experience. I tried to keep the map scale on par with the original to capture the sheer immensity of the Glacial Rift, acknowledging that this scale creates some mapping challenges for Dungeon Masters with limited tabletop space. I hope that DMs with fond memories of the original read this latest incarnation and feel the same overwhelming desire to run the adventure that I felt back in 1980, when I read Gary Gygax's adventure for the first time.

—Christopher Perkins

About the Author

Christopher Perkins is the D&D Senior Producer at Wizards of the Coast. He writes: "Ever since I started working on 4th Edition, I've been aching to update the classic 'G'-series of D&D adventures, breathing new life into Chief Nosnra, Jarl Grugnur, and King Snurre while adding some memorable villains and twists of my own." He would like to thank Chris Sims for his wonderful development work on all four of these adventures, making them just that little extra bit nastier!

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Lords of Chaos
Olhydra and Yan-C-Bin

By Michael E. Shea

Illustrations by Tyler Jacobson

Since the dawn of time, the princes of elemental evil have ruled over the swirling chaos of creation. When the gods were young, the princes expanded their power to the far reaches of the Elemental Chaos. Exiled to their forgotten keeps after the Dawn War, these entities now seek to reclaim their lost status through service to the Elder Elemental Eye.

Two of the princes of elemental evil, Ogrémoch and Imix, are fully described in *Monster Manual 3*. Those entities and several other elemental princes are discussed in *Player's Option: Heroes of the Elemental Chaos*.

This article covers two more of the group in detail: Olhydra, the elemental princess of water, and Yan-C-Bin, the elemental prince of air. It also presents details on some of the worshipers of these elemental lords and includes new monster theme powers that can give elemental traits to existing monsters. You can use this article as a toolkit to thread the story of the elemental princes and the Elder Elemental Eye into your campaign.

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THE ELDER ELEMENTAL EYE

Like Imix and Ogrémoch, Yan-C-Bin and Olhydra seek to unleash the Elder Elemental Eye, a being they consider the creator of the Elemental Chaos and thus their maker. They are unaware that the Elder Elemental Eye is, in fact, Tharizdun, the Chained God. The elemental princes send their servants across the multiverse, seeking the key to the Eye's release and, unbeknownst to them, their own destruction.

Olhydra

Though pirates and sea captains worship a number of different gods, it is the name of Olhydra that they silently curse when violent seas sunder their ships. Since the dawn of time, the princess of elemental water has commanded the seas of the Elemental Chaos, and until Melora claimed her sphere of influence, Olhydra was the lurking threat within the world's oceans. Like the other princes of elemental evil, Olhydra seeks to unleash the limitless power of the Elder Elemental Eye. For Olhydra, this drive for power is a thirst she cannot quench.

Olhydra appears in the form of a swirling mass of seawater. When it suits her, she can transform into a beautiful blue-skinned sea nymph whose gray-green eyes swirl like stormy seas. Those who witness her in this form are drawn to her, yet in her eyes, they can see power and wickedness.

Since the end of the Dawn War, Olhydra has remained banished to her coral keep, which Melora cast down into a wide chasm in a black sea in the Elemental Chaos. Olhydra's agents seek a way to release her from her sealed chambers. A wide variety of elemental beasts inhabits the areas inside and outside Olhydra's keep, including a kraken that patrols the outlying waters, listening to Olhydra's songs and devouring any interlopers who come too near the fortress walls.

Olhydra Lore

History DC 32: Olhydra is the princess of elemental water, whose forces tear ships apart in the seas, smash mountains down into dust, and drown any who would dare claim dominion over the oceans. From her keep in the deepest reaches of the Elemental Chaos, she commands her servants to seek the power of the Elder Elemental Eye.

Arcana DC 42: Olhydra's command over water serves her well in combat. She is able to engulf and drown her enemies in her swirling mass. The area around her is as violent as a stormy sea, knocking attackers to the ground. Her indomitable will makes her difficult to control in combat. As with her elemental servants, magical cold can freeze her body and make it brittle to follow-up blows. If she is badly wounded, she goes berserk, rampaging across the battlefield to slay her enemies.

Olhydra in Combat

Olhydra fights with the violence of the stormy seas. Those that confront her head-on are quickly engulfed and begin to drown. Olhydra can call ranged opponents to her, where she might engulf and drown them as well.

Olhydra is a master of her element, transforming her watery form into highly corrosive saltwater. When within range of three or more targets, she might spend an action point to use *flood of the deep* to stack damage on a couple of foes before grabbing and drowning them.

When bloodied, Olhydra becomes a massive flood that overwhelms her enemies. Afterward, her whole body begins to seethe with corrosive saltwater.

Olhydra's Cultists

Olhydra's followers are not organized the way other cults or religions are. Only scarred pirates and lurkers of the deep seas dare call upon her—they know that her wrath seeks followers and unbelievers alike. Cults of Olhydra find their homes in the wreckage of shoreline forts, the flooded cellars of coastal cities, and in seaside grottoes.

Followers of Olhydra know of her thirst for the power contained in the Elder Elemental Eye. She passes this thirst on to her most devout followers.

Lore

History DC 20: Unsavory seafarers whisper Olhydra's name and carry her totems under their sea-stained shirts. Her followers know she is not one to listen to their prayers. She devours whatever and whoever she wants to, loyal or not. Yet these sea dogs cannot help but admire her power. Her most devoted followers take vengeance on the gods and their followers, and seek to quench their mistress's thirst for power by releasing the Elder Elemental Eye.

Followers of Olhydra give their enemies over to the elemental princess by drowning them in seawater. The more powerful of these victims are then brought back to life to serve the elemental princess as her knights.

Encounters

Adventurers are most likely to encounter cultists of Olhydra in the dankest dens of seafaring pirates, the hulls of sea-wrecked ships, and ancient coastal ruins. A knight or priest of Olhydra might lead a band of cultists. Water elementals and other aquatic denizens, especially sahuagin, might guard the site and senior cultists. In the depths below the seas, sahuagin independently worship at ancient idols and protect forgotten temples filled with lost treasures paid in homage to the ruthless elemental princess of water.

Olhydra **Level 33 Solo Brute**
Huge elemental humanoid (aquatic, primordial, water) XP 155,000

HP 1,216; **Bloodied** 608 **Initiative** +22
AC 45, **Fortitude** 46, **Reflex** 45, **Will** 46 **Perception** +28
Speed 6, swim 12 Blindsight 5, darkvision
Immune acid, disease, dominated, petrification; **Resist** 30 cold; **Vulnerable** 10 fire
Saving Throws +5; **Action Points** 3

Traits

Wracking Pool (acid) ✦ **Aura** 3
The aura is difficult terrain for enemies, and enemies in the aura do not benefit from acid resistance. Any enemy that ends its turn in the aura while Olhydra is bloodied takes 30 acid damage.

Misty Veil ✦ **Aura** 3
Nonmagical fire cannot be lit within the aura, and any such fire brought into the aura is immediately extinguished. While Olhydra is not bloodied, the area within the aura is lightly obscured for enemies outside the aura.

All-Around Vision
Enemies can't gain combat advantage by flanking Olhydra.

Aquatic
Olhydra can breathe underwater. In aquatic combat, she gains a +2 bonus to attack rolls against nonaquatic creatures.

Epic Recovery
When Olhydra starts her turn, any dazing, immobilizing, restraining, slowing, or stunning effect on her ends.

Flowing Form
While squeezing, Olhydra moves at full speed rather than half speed, she doesn't take the -5 penalty to attack rolls, and she doesn't grant combat advantage for squeezing. Olhydra can't be knocked prone, and she ignores difficult terrain.

Sensitive to Cold
Whenever a cold attack hits Olhydra, she gains vulnerable 15 to the next attack that hits her before the start of her next turn.

Standard Actions

Wave Slam ✦ **At-Will**
Effect: Before making the attack, Olhydra pushes creatures adjacent to the target up to 2 squares.
Attack: Melee 4 (one creature); +36 vs. Reflex
Hit: 3d10 + 25 damage, Olhydra grabs the target (escape DC 34), and ongoing 15 damage until the grab ends.
Miss: Olhydra pushes the target up to 4 squares.

Engulfing Wave ✦ **At-Will**
Effect: Olhydra uses *wave slam* three times, or four times if she is bloodied.

Flood of the Deep (acid, teleportation) ✦ **Recharge** when first bloodied
Attack: Close burst 3 (enemies in the burst); +36 vs. Fortitude
Hit: 5d12 + 27 damage, and ongoing 20 acid damage (save ends).
Miss: Half damage, and ongoing 10 acid damage (save ends).
Effect: Olhydra teleports to a space, one square of which must be within the burst. Any creatures grabbed by her teleport with her and remain grabbed in a space of her choice within 4 squares of her (or within her space if the creatures started the teleportation there).

Move Actions

Riptide Grasp ✦ **At-Will**
Effect: Olhydra moves up to her speed, and creatures grabbed by her are pulled with her, remaining grabbed in a space of her choice within 4 squares of her (or in her space if the creatures started the movement there). This movement provokes no opportunity attacks from the grabbed creatures.

Minor Actions

Call of the Sea (charm, psychic) ✦ **Recharge** when Olhydra spends an action point
Attack: Close burst 10 (enemies in the burst); +36 vs. Will
Hit: 1d12 + 25 psychic damage, and Olhydra pulls the target up to twice its speed.

Drown ✦ **At Will**
Attack: Melee 4 (one enemy grabbed by Olhydra); +36 vs. Fortitude
Hit: Olhydra pulls the target into her space, where it remains grabbed (escape DC 36), and it is dazed and takes ongoing 30 damage until the grab ends.

Triggered Actions

Instinctive Flood ✦ **Encounter**
Trigger: Olhydra is first bloodied.
Effect (No Action): Any immobilizing, restraining, or slowing effect on Olhydra ends. She moves up to her speed + 2. During the move, she can move through enemies' spaces, she has resist 30 to all damage, and she can't be immobilized, restrained, slowed, or otherwise hindered or stopped from moving by any attack or effect. Each time she enters an enemy's space for the first time during the move, she uses *wave slam* against that enemy.

Str 29 (+25)	**Dex** 22 (+22)	**Wis** 25 (+23)
Con 32 (+27)	**Int** 27 (+24)	**Cha** 29 (+25)

Alignment chaotic evil **Languages** Common, Primordial

Knight of Dark Tides

The Order of Dark Tides is Olhydra's sole organized arm in the world. Potential knights undergo a brutal ritual in which they are drowned and revived, the taste of the sea never leaving their mouths.

Knights serve Olhydra on her one single quest, to unleash the Elder Elemental Eye. They travel to cities and villages that hurricanes have destroyed or to shipwrecks on desolate beaches and underwater shoals. The knights kill any who stand in their way.

Knight of Dark Tides **Level 12 Soldier**
Medium elemental humanoid (aquatic, water), human — XP 700

HP 126; **Bloodied** 64 — **Initiative** +11
AC 28, **Fortitude** 25, **Reflex** 23, **Will** 24 — **Perception** +11
Speed 5, swim 5 — Low-light vision

Traits

Tide's Grasp ✦ Aura 1
An enemy falls prone if it willingly leaves the aura or, while in the aura, attacks someone other than a creature that has this aura active. Marked enemies are not subject to this aura.

Aquatic
The knight can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Standard Actions

Longsword (weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d8 + 11 damage, and the knight slides the target up to 2 squares, including through the knight's space, to another square adjacent to the knight.

Whirlpool ✦ Recharge ⚄ ⚅
Attack: Close burst 2 (enemies in the burst); +15 vs. Fortitude
Hit: 2d10 + 9 damage, the knight slides the target up to 3 squares to a square adjacent to the knight, and the target falls prone.

Skills Arcana +12, Athletics +16, Endurance +17
Str 20 (+11) **Dex** 16 (+9) **Wis** 10 (+6)
Con 22 (+12) **Int** 12 (+7) **Cha** 18 (+10)
Alignment evil **Languages** Common, Primordial
Equipment scale armor, heavy shield, longsword

A Knight of Dark Tides wears scale armor and a shield emblazoned with Olhydra's mark. A wavy-bladed sword hangs on each one's hip. The skin of these servants is tanned and weathered like leather. Saltwater stains their hair, armor, and cloaks, and they smell of the sea.

Knights of Dark Tides in Combat

A knight seeks out followers of the gods first, seeing their faith to be an affront to Olhydra. The knight surrounds himself in an aura of grasping water. An enemy that the knight strikes is pushed to where the knight wishes. Enemies that attempt to flee are pulled back to face the wrath of Olhydra's champion.

Water Weaver

Evil arcanists who study the elemental nature of water can find strength in the worship of Olhydra. Secluded in chambers and laboratories close to the sea, they delve deep into primordial mysteries. The strongest learn how to directly channel the darkest aspects of elemental water and go mad with the truths they uncover, becoming water weavers.

A water weaver might become an elemental priest, leading a cult devoted to Olhydra, preaching of her merciless wrath. Such crazed leaders drown sacrifices and subjects who aspire to see their mistress first hand. Like their patron, water weavers delve into ancient lore to uncover the means to free the Elder Elemental Eye.

Water Weavers in Combat

If combat is a known possibility, a water weaver chooses to fight near water. A water weaver's command of water is strong enough to draw the substance right out of an opponent's body, or to spontaneously create jets and bubbles of water to push enemies away or drown them. If pressed, a water weaver's body might burst into a stream of water, emerging from another pool nearby.

Water Weaver **Level 9 Artillery**
Medium elemental humanoid (water), human — XP 400

HP 77; **Bloodied** 38 — **Initiative** +5
AC 23, **Fortitude** 21, **Reflex** 20, **Will** 22 — **Perception** +9
Speed 6 (ice walk)

Traits

Miring Aura ✦ Aura 2
Any enemy that enters or starts its turn in the aura is slowed until the start of its next turn.

Water Walk
The weaver can move across water and mud as if the surfaces of such substances were solid ground.

Standard Actions

Water Spray ✦ At-Will
Attack: Melee 2 (one creature); +12 vs. Reflex
Hit: 2d8 + 8 damage, and the weaver can push the target 1 square.

Dehydrate ✦ At-Will
Attack: Ranged 10 (one creature); +14 vs. Fortitude
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).

Drown ✦ Recharge when first bloodied
Attack: Area burst 1 within 10 (enemies in the burst); +14 vs. Reflex
Hit: 2d8 + 5 damage, ongoing 5 damage (save ends), and the target falls prone. If the target is already taking untyped ongoing damage, that damage increases by 5.

Move Actions

Watery Transport (teleportation) **✦ Encounter**
Effect: The weaver teleports up to 10 squares to a square containing water.

Skills Arcana +11, Intimidate +14
Str 10 (+4) **Dex** 13 (+5) **Wis** 11 (+4)
Con 17 (+7) **Int** 14 (+6) **Cha** 20 (+9)
Alignment chaotic evil **Languages** Common, Primordial

Olhydra Theme Powers

Followers of Olhydra, or others who have studied the nature of elemental water, might become aquatic. They can also learn how to channel water into a weapon. Use the following powers to build a clear theme around the Olhydra's cultists. Creatures that use these powers might have a blue tint to their skin and look as if they recently crawled out of the sea. The wavelike symbol of Olhydra could be found tattooed on their slick skin.

Transmute Rock to Mud

Powerful arcanists and priests of Olhydra can transform the ground into a thick mud. This power works best with controllers or, occasionally, artillery. Use it to transform the battlefield halfway through the encounter. Only one monster should have this power, or else an entire battlefield might become a pool of mud and slow down the encounter.

Minor Actions

Transmute Rock to Mud (zone) ✦ **Encounter**

Attack: Area burst 2 within 10 (enemies in the burst); level + 3 vs. Reflex

Hit: The target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

Swirling Pool

A churning pool of water might surround a cultist of Olhydra. These pools make it difficult for attackers to move near the protected creature. Give this trait to a leader or a controller to make it difficult for melee attackers to pin the creature down. Be sparing with the number of creatures in one encounter that have this trait, so the heroes don't constantly face the prospect of falling down.

Traits

Swirling Pool ✦ **Aura** 2

Any enemy that enters a square in the aura must succeed on an Acrobatics check or an Athletics check (moderate DC of the creature's level) or fall prone. An enemy needs to attempt this check only once per turn.

Tidal Wave

Those worshipers of Olhydra who are exceptionally devoted might be given the gift of the *tidal wave*. With it, they can overwhelm their foes in a single powerful rush of water. Brutes and soldiers use this power to knock down enemies before attacking them or moving to attack another target.

Standard Actions

Tidal Wave ✦ **Recharge** when first bloodied

Attack: Close blast 3 (enemies in the blast); level + 3 vs. Reflex

Hit: Damage equal to the creature's level + 3, and the target falls prone and is dazed until the start of its next turn.

Yan-C-Bin

The prince of elemental air is a distant but overwhelming force in the Elemental Chaos. Hidden in an invisible fortress floating among thick clouds in an endless sky, Yan-C-Bin watches worlds change over millennia. He spends centuries in his citadel expanding his vast collection of arcane knowledge.

Myriad evil aerial creatures worship Yan-C-Bin as a god, although he is not one. They see his eyes in swirling storms and watch him rip apart worlds with shredding winds and twisting vortexes.

Yan-C-Bin's citadel, the Pillar of Wind, a fastness of solidified air and mist, floats within a storm that has raged for untold years. Tremendous corrupted elementals tethered to the castle transport it across the skies of the Elemental Chaos, allowing Yan-C-Bin's eyes to roam far and wide. Currents of wind transport Yan-C-Bin's devoted servants and followers throughout open chambers of the citadel. Yan-C-Bin delights in bringing mortals to his open-aired throne room and sending them off into the elemental storms surrounding the citadel, where lightning tears them apart and sends them spinning into the eternal storm.

Yan-C-Bin can take numerous forms. He sometimes appears to his followers as an aged human male with white flowing hair and eyes like storms. To others he appears as a huge vortex. For still others, he manifests only as a gust of cold wind silently flowing past.

Like the other princes of elemental evil, Yan-C-Bin obsesses over his plans to unleash the Elder Elemental Eye. He has spent millennia researching the origin of the Elder Elemental Eye and sends his followers across the multiverse to gather ancient artifacts and lore that might be used to unleash the Eye.

Yan-C-Bin Lore

History DC 24: Yan-C-Bin is the elemental prince of air, a powerful primordial as old as the creation of the multiverse. A being of infinite wisdom

and malice, Yan-C-Bin has plots and plans that stretch back through the days of the forging of the worlds. In the Dawn War, an alliance of gods crushed the primordials, killing some of them and imprisoning the others. Like his fellow princes of elemental evil, Yan-C-Bin was exiled. He resides in his citadel, the Pillar of Wind, floating within a vast storm in the swirling Elemental Chaos.

Religion DC 32: Though exiled, Yan-C-Bin continues to move forward with his plot to release the original primordial, the Elder Elemental Eye. His agents scour the multiverse seeking powerful artifacts and ancient lore left behind by the gods who originally imprisoned the Elder Elemental Eye.

Arcana DC 42: A master of the skies, wind, and storms, Yan-C-Bin can hurl opponents across the battlefield. Yan-C-Bin is able to summon storms to aid him during combat. These storms are extensions of Yan-C-Bin's mind and body. Yan-C-Bin's epic might makes him difficult to control. When pressed in combat, he becomes an unstoppable, whirling cyclone of unimaginable destruction.

Yan-C-Bin Encounters

Yan-C-Bin is most likely found in his throne room in the Pillar of Wind. Although he is unable to leave the castle, Yan-C-Bin is able to throw opponents into the storm surrounding his citadel. Those who are thrown into the storm are badly beaten by the wind and lightning before being tossed back into the throne room.

Elemental Storm: A creature that falls into the storm takes 20 cold damage and 20 lightning and thunder damage, and it remains in the storm until the start of its next turn. At that time, the creature is blown back into the space from which it left the Pillar of Wind. When the creature returns to its original space, it falls prone.

Yan-C-Bin **Level 34 Solo Controller**
Huge elemental humanoid (air, primordial) XP 195,000

HP 1,236; **Bloodied** 618 **Initiative** +27
AC 48, **Fortitude** 45, **Reflex** 46, **Will** 48 **Perception** +33
Speed 8, fly 10 (hover) Blindsight 5, darkvision
Immune disease, dominated, lightning, petrification; **Resist** 30 thunder; **Vulnerable** 10 fire
Saving Throws +5; **Action Points** 3

Traits

☼ Tempest Aura ✦ Aura 1 (aura 3 while bloodied)
The aura is difficult terrain for enemies, and enemies in the aura cannot fly and do not benefit from lightning resistance or thunder resistance. Any enemy that ends its turn in the aura takes 20 damage.

All-Around Vision
Enemies can't gain combat advantage by flanking Yan-C-Bin.

Epic Recovery
When Yan-C-Bin starts his turn, any dazing, immobilizing, restraining, slowing, or stunning effect on him ends.

Flowing Form
While squeezing, Yan-C-Bin moves at full speed rather than half speed, he doesn't take the -5 penalty to attack rolls, and he doesn't grant combat advantage for squeezing. Yan-C-Bin can't be knocked prone, and he ignores difficult terrain.

Unseen Wind
Yan-C-Bin is invisible and takes half damage from all sources while he moves. While moving, he can't be immobilized, restrained, slowed, or otherwise hindered or stopped from moving by any attack or effect.

Standard Actions

⊕ Gale Strike ✦ At-Will
Effect: Before making the attack, Yan-C-Bin can slide each creature adjacent to the target 1 square.
Attack: Melee 5 (one creature); +37 vs. Fortitude
Hit: 4d8 + 24 damage, Yan-C-Bin slides the target up to 6 squares, and the target falls prone.
Miss: Yan-C-Bin slides the target up to 3 squares.

Gale Sweep ✦ At-Will
Effect: Yan-C-Bin moves up to his speed and can move through enemies' spaces during the move. Each time he enters an enemy's space for the first time during the move, he uses *gale strike* on that enemy, dealing 10 extra damage on a hit.

✧ Thunderstorm Burst (lightning, thunder) **✦ Recharge** when first bloodied
Attack: Close burst 10 (enemies adjacent to Yan-C-Bin or whirlwind servants); or while Yan-C-Bin is bloodied, close burst 3 (enemies in the burst); +37 vs. Reflex
Hit: 6d6 + 24 lightning and thunder damage, and the target is stunned (save ends).
Aftereffect: The target is dazed (save ends).
Miss: Half damage, and the target is dazed (save ends).

Minor Actions

✧ Whirlwind Servants (conjuration) **✦ Encounter**
Requirement: Yan-C-Bin must not be bloodied.
Effect: Close burst 20; Yan-C-Bin creates four Medium whirlwind servants, each in a square within the burst. A servant occupies its square, and it has an aura identical to Yan-C-Bin's tempest aura. Each servant lasts until Yan-C-Bin is bloodied. When he uses gale sweep, and as a minor action once per turn, Yan-C-Bin can move each servant up to 8 squares.

Triggered Actions

Poison Wind (acid, poison) **✦ Recharge** when Yan-C-Bin spends an action point
Trigger: Yan-C-Bin ends his turn.
Effect (No Action): Yan-C-Bin moves up to his speed and can move through enemies' spaces. Each time he enters an enemy's space for the first time during the move, that enemy takes ongoing 15 acid and poison damage (save ends).

Skills Arcana +32, Insight +33, Religion +32
Str 21 (+22) **Dex** 30 (+27) **Wis** 33 (+28)
Con 29 (+26) **Int** 30 (+27) **Cha** 29 (+26)
Alignment evil **Languages** Common, Primordial

Yan-C-Bin in Combat

Yan-C-Bin moves his *whirlwind servants* so they harry ranged attackers, and he uses *gale sweep* to engage in melee. He reserves *thunderstorm burst* for when he is able to attack four or more opponents, and if he's not bloodied, he moves his *whirlwind servants* into ideal positions before unleashing the attack.

Yan-C-Bin's Cultists

Like their master, servants of Yan-C-Bin live cold and distant lives. They travel across the lands seeking lore and items that aid their master in releasing the Elder Elemental Eye. Intelligent and cunning, servants of Yan-C-Bin rarely exhibit the chaotic nature found in the followers of other elemental princes. They wait and watch those seeking the keys to unleash or ensure the binding of the Elder Elemental Eye . When the time is right, Yan-C-Bin's servants attack and take what the others were looking for.

Lore

History DC 21: Throughout the world, pockets of cultists exist that are loyal to Yan-C-Bin, the prince of elemental air. Although his worshipers include many evil aerial creatures, thieves and assassins also flock to his banner. Cultists reside in ancient temples at the highest peaks of mountains or at the loftiest towers in a city. They take great delight in hurling nonbelievers from these heights. In their shrines they also store lore and numerous objects thought to have some use in freeing the Elder Elemental Eye or calling Yan-C-Bin to the world.

Encounters

Wizards and killers, partnered with evil aerial creatures and air elementals, fill the ranks of Yan-C-Bin's cults. Windcaller cultists of Yan-C-Bin perform dark rituals and sacrifices to locate lost artifacts of the Elder Elemental Eye. Stormdancers are fearsome assassins who mercilessly hunt people or creatures that possess artifacts or lore relating to the Eye. A typical artifact hunting party of Yan-C-Bin followers contains one stormdancer, one windcaller, and an air elemental, as well as additional cultists.

Stormdancer

Among Yan-C-Bin's followers, few are as feared as the stormdancers. These killers take personal responsibility for moving the prince's plans forward. They are brutally relentless at this task, and are known to close distance to their target quickly and without notice before dealing a vicious attack. Stormdancers are athletically built humans wearing loose clothing and carrying a pair of short blades. Their eyes swim with clouds, and a continual breeze surrounds them.

Stormdancers in Combat

Stormdancers are cunning and calculating. Their sole purpose is to retrieve items and lore needed to unleash the Elder Elemental Eye. If combat is the way to achieve this goal, a stormdancer does not hesitate to attack, saving *soaring wind* to escape from the situation.

Stormdancer Cultist **Level 14 Skirmisher**
Medium elemental humanoid (air), human XP 1,000

HP 138; **Bloodied** 69 **Initiative** +15
AC 28, **Fortitude** 25, **Reflex** 27, **Will** 26 **Perception** +12
Speed 7

Traits

Skirmish
If the cultist ends a move on its turn at least 4 squares from where it started the move, it deals 2d6 extra damage with melee attacks until the start of its next turn.

Unseen Wind
The cultist is invisible while moving.

Standard Actions

Short Sword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 3d6 + 6 damage.

Blade Wind (weapon) ✦ **Recharge** ⚄ ⁞⁞
Effect: The cultist moves up to its speed and uses *short sword* twice during the move.

Move Actions

Soaring Wind ✦ **Encounter**
Effect: The cultist flies up to its speed.

Skills Acrobatics +18, History +13, Insight +12
Str 14 (+9) **Dex** 23 (+13) **Wis** 11 (+7)
Con 18 (+11) **Int** 12 (+8) **Cha** 20 (+12)
Alignment evil **Languages** Common, Primordial
Equipment 2 short swords

Windcaller

Cruel mages who worship Yan-C-Bin specialize in the arcane manipulation of air. Windcallers travel across the world, meeting with the heads of Yan-C-Bin's cults, studying any artifacts they might have recovered. They see with Yan-C-Bin's eyes and are able to confirm or discount such findings.

Windcallers in Combat

A windcaller prefers to fight from a high vantage, while other cultists hold back would-be attackers. Early on, the windcaller calls forth a *storm cloud* to hinder enemies. If dragged down to the battlefield, the windcaller uses *invisible wind* to escape and *gust strike* to keep enemies at bay.

Windcaller Cultist **Level 8 Controller**
Medium elemental humanoid (air), human XP 350

HP 87; **Bloodied** 43 **Initiative** +5
AC 22, **Fortitude** 19, **Reflex** 21, **Will** 20 **Perception** +10
Speed 6

Traits

Swirling Winds ✦ **Aura** 2
The cultist and its allies in the aura have partial concealment against enemies that are not adjacent to them.

Standard Actions

Gust Strike ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: 2d6 + 9 damage, the cultist slides the target up to 2 squares, and the target falls prone.
Miss: The cultist can push the target 1 square.

Whirlwind ✦ **At-Will**
Attack: Close blast 3 (enemies in the blast); +11 vs. Reflex
Hit: 2d6 + 4 damage, and the cultist can slide the target up to 3 squares or knock it prone.

Storm Cloud (lightning, thunder, zone) ✦ **Encounter**
Attack: Area burst 2 within 10 (enemies in the burst); +11 vs. Fortitude
Hit: 2d6 + 5 lightning and thunder damage, and the target is dazed (save ends).
Effect: The burst creates a zone that lasts until the end of the cultist's next turn. The zone is lightly obscured to creatures outside it, and any enemy that ends its turn in the zone takes 5 lightning and thunder damage.
Sustain Minor: The zone persists until the end of the cultist's next turn

Move Actions

Invisible Wind ✦ **Recharge** when first bloodied
Effect: The cultist flies up to its speed + 2. While flying, the cultist is invisible.

Skills Arcana +14, History +14, Insight +10, Religion +14
Str 10 (+4) **Dex** 12 (+5) **Wis** 12 (+5)
Con 15 (+6) **Int** 20 (+9) **Cha** 17 (+7)
Alignment evil **Languages** Common, Primordial

Yan-C-Bin Theme Powers

Yan-C-Bin grants powers to his most loyal and talented followers. These servants exhibit traits associated with the element of air. Use these theme powers, or similar powers from the monsters in this article, to create additional followers of Yan-C-Bin.

Sweeping Gust

Physically strong followers of Yan-C-Bin channel the element of air into their attacks. This blast of wind pushes enemies away and knocks them off of their feet.

Minor Actions

Sweeping Gust ✦ **Recharge** when the creature hits with a melee attack

Effect: The next melee attack the creature makes, on a hit, slides the attack's target up to 2 squares + 1 square per tier, and knocks it prone. On a miss, the creature can push the attack's target 1 square.

Swirling Storms

To his loyal spellcasters and followers that rely on ranged attacks, Yan-C-Bin gives the gift of a swirling, charged aura. The storm makes it difficult to see the protected loyalist, and the storm wracks any enemy that stays in the aura.

Traits

☼ **Swirling Storms** (lightning, thunder) ✦ **Aura** 1

The aura is lightly obscured to enemies. Any enemy that ends its turn in the aura takes 5 lightning and thunder damage per tier.

Phantom on the Wind

Creatures of the lurker, skirmisher, or artillery roles that worship Yan-C-Bin might be given the ability to twist the air around them to hide from enemies. This trait is effective for skirmishers or lurkers that can slip away from a battle or gain benefits when they have combat advantage. Use this power sparingly—too many invisible creatures can drag out a battle.

Traits

Phantom on the Wind

Whenever it starts its turn without an enemy adjacent to it, the creature becomes invisible. This invisibility lasts until the end of the creature's next turn or until it hits or misses with an attack.

About the Author

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Bestiary:
Dao and Marid

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Few creatures in the Elemental Chaos inspire more fear and awe than the great genies. From the tyrannical efreets in their City of Brass to the djinns in the Court of Ice and Steel, from the boisterous marids racing over the shining seas to the industrious dao mining deep within the earth, each branch of geniekind has spawned its own set of myths and legends in the mortal world.

Dao

In the depths of the Elemental Chaos, the avaricious earth genies known as dao vie with each other for wealth and power. Merchants and miners, slavers and soldiers, dao care only for profit, regardless of the suffering of others.

Lore

Arcana DC 25: Spawned in the time of the primordials, these powerful earth spirits carved out a realm for themselves in the stone of the Elemental Chaos. The supreme ruler of the dao, the Great Khan, presides over the Great Dismal Delve, a trading empire comprising smaller kingdoms known as mazeworks, each ruled over by a lesser khan. A mazework consists of numerous tunnels and stone fortresses, of which many portions are accessible only to creatures that have the earth glide trait. The greatest of these structures, the Sevenfold Mazework, contains the Great Khan's palace and forms the heart of the dao empire.

Selfish and spiteful creatures, dao seek only to increase their own power and wealth, especially at the expense of others of their kind. They mine the extensive natural resources of their realms, mostly gems but also precious metals. In addition, they sometimes venture outside the Elemental Chaos to search for materials they cannot find in their mines. Dao routinely enslave other species, in and out of the Elemental Chaos, to work the mines for them.

Dao are strong channelers of earth energy in the form of force. Some can fire bolts and blasts of energy, or create walls of force inside their elaborate mazeworks. In addition to their combat prowess, dao are masters at shaping stone and moving earth. Dao nobles can duplicate the effects of the Stone Shape ritual (*Dragon* 405) at will without requiring components.

Encounters

Greedy and selfish, dao ally with other creatures in the Elemental Chaos only if they perceive a great benefit in doing so. Dao have little use for gods and their servants. Their primary interaction with other creatures is to take them as slaves. Their favorites for this purpose among the elemental creatures include xorns, umber hulks, gargoyles, stone titans, bulettes, and norkers. From the mortal realm, dao choose slaves that can survive a hard mining life, such as

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Dao Blademaster	**Level 22 Soldier**
Large elemental humanoid (earth)	XP 4,150
HP 208; **Bloodied** 104	**Initiative** +20
AC 38, **Fortitude** 35, **Reflex** 34, **Will** 33	**Perception** +17
Immune petrification	
Speed 6, burrow 4, fly 6	Darkvision, tremorsense 10
Traits	
Earth Glide	
The dao can pass through earth and rock as if it were phasing.	
Hold the Ground	
While adjacent to an allied earth creature, the dao can ignore forced movement and cannot be knocked prone.	
Threatening Reach	
The dao can make opportunity attacks against enemies within 2 squares of it.	
Standard Actions	
Greatsword (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 2d10 + 19 damage, and the target falls prone.	
Earth Pulse (force) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close blast 3 (enemies in the blast); +25 vs. Fortitude	
Hit: 2d12 + 17 force damage, and the target is immobilized (save ends).	
Triggered Actions	
Earth Lure (force) ✦ **At-Will**	
Trigger: An enemy ends its turn farther from the dao than where it started.	
Attack (Immediate Reaction): Ranged 10 (triggering enemy); +25 vs. Fortitude. This attack provokes no opportunity attacks.	
Hit: 2d8 + 6 force damage, and the dao pulls the target up to 8 squares.	
Miss: The dao pulls the target up to 2 squares.	
Str 27 (+19) **Dex** 24 (+18) **Wis** 22 (+17)	
Con 24 (+18) **Int** 15 (+13) **Cha** 15 (+13)	
Alignment evil **Languages** Common, Primordial	
Equipment scale armor, greatsword	

dwarves, derro, goliaths, and particularly hardy humans. Impressive retinues of slaves accompany dao when they travel, commanded by dao nobles such as overseers or geomancers.

Dao maintain a formidable army to defend the khan and deter any threats from other elemental powers, such as efreets or djinns, as well as to quell internal slave uprisings. Dao military forces include heavy infantry, basilisk-riding cavalry, and gem-slinging archers, supplemented by enslaved creatures such as umber hulk siege units, aerial squads of gargoyles, and xorn scouts.

Binding a dao to one's service is extremely difficult, but a dao might willingly serve a powerful wizard who can demonstrate an opportunity for great financial gain. Rare indeed are such arrangements.

Dao Blademaster

The core of the dao's army is the Heart of All Mountains, elite infantry trained from birth to serve and protect dao nobles. Sergeants choose children from among the common dao and drill them in the art of war from an early age. Unswervingly loyal to their noble masters, blademasters gladly lay down their lives in the service of the Great Khan.

Dao Blademasters in Combat

These soldiers fight side by side, forming an immovable line between their enemies and the noble dao commanders they have sworn to protect.

Dao Gemslinger

Some dao learn to create crystalline matrices of energy, which they hurl at their foes in great slings. The matrices appear to be gemstones, but without the dao's will to give them form, they crumble into nothingness. These gemslingers are typically mercenaries, though some serve in the standing army as elite artillery. They often form the core of slaving missions, using their long-range attacks to incapacitate clusters of enemies.

Dao Gemslinger	**Level 23 Artillery**
Large elemental humanoid (earth)	XP 5,100
HP 166; **Bloodied** 83	**Initiative** +19
AC 37, **Fortitude** 34, **Reflex** 36, **Will** 35	**Perception** +18
Immune petrification	
Speed 6, burrow 4, fly 6	Darkvision, tremorsense 10
Traits	
Earth Glide	
The dao can pass through earth and rock as if it were phasing.	
Move as Dust	
The dao is insubstantial while moving, and it can move through enemies' spaces.	
Standard Actions	
Dagger (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +28 vs. AC	
Hit: 3d6 + 19 damage.	
Star Ruby (fire, radiant) ✦ **At-Will**	
Attack: Ranged 20 (one creature); +28 vs. Reflex	
Hit: 3d6 + 10 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends). If the target is already taking ongoing fire and radiant damage, it falls prone.	
Diamond Bonds (force) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Area burst 2 within 20 (enemies in the burst); +28 vs. Fortitude	
Hit: 2d6 + 17 force damage, and the target is restrained (save ends).	
First Failed Saving Throw: The target is petrified (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
Str 22 (+17) **Dex** 27 (+19) **Wis** 24 (+18)	
Con 22 (+17) **Int** 15 (+13) **Cha** 16 (+14)	
Alignment evil **Languages** Common, Primordial	
Equipment dagger, sling	

Dao Gemslingers in Combat

A gemslinger usually opens with *diamond bonds* to hinder its foes' escape and take some combatants out of the fight temporarily. It then skulks behind frontline fighters to hurl *star ruby* attacks until *diamond bonds* recharges. With *move as dust* and its various modes of movement, the dao can usually escape close combat.

Dao Overseer	Level 24 Brute
Large elemental humanoid (earth)	XP 6,050
HP 275; **Bloodied** 137	**Initiative** +19
AC 36, **Fortitude** 37, **Reflex** 36, **Will** 35	**Perception** +18
Immune petrification	
Speed 6, burrow 4, fly 6	Darkvision, tremorsense 10

Traits

Earth Glide
The dao can pass through earth and rock as if it were phasing.

Standard Actions

Scimitar (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +29 vs. AC
Hit: 4d10 + 19 damage, or 3d10 + 59 if the dao scores a critical hit.

Whip (weapon) ✦ **At-Will**
Attack: Melee 3 (one creature); +29 vs. AC
Hit: 5d6 + 21 damage, and the dao pulls the target up to 2 squares.

Double Attack ✦ **Recharge** ⚄ ⁞⁞
Effect: The overseer makes two melee basic attacks. A target hit by one of these attacks also falls prone.

Local Tremor (force, zone) ✦ **Encounter**
Attack: Close burst 2 (enemies in the burst); +27 vs. Fortitude
Hit: 5d6 + 19 force damage, and the target falls prone and cannot stand up until the end of its next turn.
Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter. Creatures that have earth walk can ignore this difficult terrain.

Triggered Actions

Dismaying Whip ✦ **At-Will**
Trigger: An enemy within 3 squares of the dao stands up.
Effect (Immediate Reaction): The dao uses *whip* against the triggering enemy.

Str 28 (+21)	**Dex** 25 (+19)	**Wis** 23 (+18)
Con 25 (+19)	**Int** 15 (+14)	**Cha** 17 (+15)

Alignment evil **Languages** Common, Primordial
Equipment chainmail, scimitar, whip

Dao Overseer

Dao mines require many slaves, from humanoids to more exotic creatures. Overseers are minor nobles that maintain order and discipline in the great mazeworks and supervise the operations of the empire. Wielding a barbed whip, an overseer dispenses punishment at the first sign of disobedience. Overseers sometimes serve as bodyguards for merchants and nobles when they leave the Elemental Chaos.

Dao Overseers in Combat

An overseer begins a fight with *local tremor* to separate and shock enemies, allowing it to choose the target it prefers. It then keeps prone foes down with *double attack* and *dismaying whip*.

Dao Geomancer

Powerful dao nobles are adept at sculpting stone and channeling raw force. Foremost among these are the geomancers, typically minor khans that each rule over a large section of mazework in the Delve (although some serve the Great Khan directly and dwell in his palace). Ambitious and intelligent, dao geomancers pursue advancement for themselves at the expense of everything else. They turn on their own kind readily if they see a chance to increase their influence and resources.

Dao Geomancers in Combat

A geomancer typically hangs back while its servants (dao blademasters or overseers, or slaves of other races) form the front line. It first partitions the battlefield with *stonewall eruption*, providing an escape route for it and others of its kind. Next it uses *earth chains* to entrap its foes. Otherwise, it smashes enemies from afar with a *stone fist* that batters their defenses. If any foe draws too close, it is knocked back by waves of force that radiate outward from the geomancer.

Dao Geomancer	Level 26 Controller
Large elemental humanoid (earth)	XP 9,000
HP 241; **Bloodied** 120	**Initiative** +18
AC 40, **Fortitude** 37, **Reflex** 38, **Will** 39	**Perception** +20
Immune petrification	
Speed 6, burrow 4, fly 6	Darkvision, tremorsense 10

Traits

Repelling Field ✦ **Aura** 3
When any enemy ends its turn in the aura, the dao slides that enemy up to 3 squares.

Earth Glide
The dao can pass through earth and rock as if it were phasing.

Standard Actions

Staff (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +31 vs. AC
Hit: 3d10 + 18 damage.

Stone Fist ✦ **At-Will**
Attack: Ranged 10 (one creature); +29 vs. Fortitude
Hit: 3d8 + 21 damage, and the target falls prone and cannot stand up (save ends).

Earth Chains (force) ✦ **Recharge** ⚄ ⁞⁞
Attack: Area burst 2 within 10 (enemies in the burst); +29 vs. Reflex
Hit: 2d12 + 22 force damage, and the target is slowed and cannot shift (save ends both).

Stonewall Eruption (conjuration) ✦ **Encounter**
Attack: Area wall 12 within 10 (creatures in the wall); +29 vs. Reflex
Hit: 3d8 + 20 damage.
Effect: The dao conjures a wall of rock. The wall can be up to 6 squares high, must be on a solid surface, and lasts until the end of the dao's next turn. The dao slides any target in the wall when it appears up to 2 squares into a space adjacent to the wall, and the target falls prone. The wall is blocking terrain and is immune to damage. When the wall ends, its area becomes difficult terrain until the end of the encounter. Creatures that have earth walk can ignore this difficult terrain.
Sustain Minor: The wall persists until the end of the dao's next turn.

Str 20 (+18)	**Dex** 20 (+18)	**Wis** 24 (+20)
Con 25 (+20)	**Int** 26 (+21)	**Cha** 29 (+22)

Alignment evil **Languages** Common, Primordial
Equipment staff

Marid

When sailors tell of great spirits rising out of the sea, with silvery blue skin and eyes like shining pearls, they describe marids, powerful water genies and masters of the ocean. Many a tale tells the fate of anyone foolish enough to cross such great creatures, their ships dashed against the rocks by mighty waves or sent to the bottom of the sea in a vicious maelstrom.

Lore

Arcana DC 30: Marids roam the great seas of the cosmos in search of excitement and adventure. The Great Padishah rules over the marids with a light hand from her citadel. Marids value freedom and individuality above all else, and they follow only those who lead by example or inspire them through heroic exploits.

Most marids consider themselves to be nobility or, in some cases, minor royalty. Such nobles seldom stay in one place, traveling across the ocean with entourages of courtesans, bards, guards, hunters, lesser nobles, and other servants. Other aquatic creatures often accompany these marids on the journey, from dolphins and whales to hippocampi and giant turtles.

Boisterous and cheerful by nature, marids greatly prize tales and ballads, and they frequently hold storytelling and singing competitions with extravagant rewards for the victors. The winning story typically portrays marids as clever, infallible protagonists who make everyone else look bad by comparison.

Marids also hold contests of arms, such as wrestling bouts or matches between fighters wielding trident and net. In addition, they organize great hunts for formidable prey, such as krakens and aquatic dragons. As with the bardic competitions, the winners are lavished with extravagant prizes, usually pearls, coral, or items of arcane power.

When conversing with a marid, one should display the respect due a superior, never interrupting and speaking only when spoken to. Flattery and displays of obeisance earn the most favorable response. Marids are keen judges of talent, and are readily impressed by an extraordinary storyteller, singer, hunter, or duelist.

Encounters

Marids pride themselves on their large and diverse households, and they routinely invite creatures (the more exotic, the better) to be their servants and companions. Such an association is entirely voluntary, since marids greatly value free will. Allies can include intelligent sea creatures such as aquatic elves, tritons, kelpies, and water elementals; fish and mundane aquatic beasts such as killer whales, sea snakes, various sharks, and dolphins; and magical beasts of the oceans.

Marids seldom leave the Elemental Chaos, but when they do, they might ally with any other intelligent creature that shares their goals and showers them with attention, gifts, and flattery. Wizards rarely attempt to bind marids, who make troublesome servants at best, and implacable enemies if they regain their freedom.

Marid Gladiator

When marid nobles desire entertainment, they stage a variety of competitions, including armed duels and hunting expeditions. Armed with a trident of red coral and a net woven of seaweed, marid gladiators serve as both champions in duels or as fearless pursuers of ocean prey. Gladiators belong to the lesser marid nobility and depend on the patronage of more wealthy and influential nobles.

Marid Gladiator	Level 27 Soldier
Large elemental humanoid (aquatic, water)	XP 11,000
HP 250; **Bloodied** 125	**Initiative** +24
AC 43, **Fortitude** 39, **Reflex** 40, **Will** 38	**Perception** +20
Resist 10 cold	
Speed 8, swim 8, fly 6	Blindsight 10
Traits	
Aquatic	
The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Standard Actions	
Trident (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 3d8 + 22 damage, or 5d8 + 22 against a dazed, immobilized, restrained, or slowed target.	
Netting Gaze (charm, gaze, psychic) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Ranged 5 (one creature); +30 vs. Will	
Hit: 3d10 + 19 psychic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is instead immobilized (save ends).	
Second Failed Saving Throw: The target is instead restrained (save ends).	
Minor Actions	
Sweeping Net (weapon) ✦ **At-Will** (1/round)	
Attack: Close burst 2 (creatures in the burst); +30 vs. Fortitude	
Hit: The marid slides the target up to 2 squares, and the target falls prone.	
Str 26 (+21) **Dex** 28 (+22) **Wis** 25 (+20)	
Con 26 (+21) **Int** 16 (+16) **Cha** 22 (+19)	
Alignment unaligned **Languages** Common, Primordial	
Equipment net, trident	

Marid Gladiators in Combat

A gladiator engages enemies on the front lines, swinging its net in a wide arc to trip up many opponents at once. Once it has ensnared a foe, the gladiator strikes with its trident. Even from a distance, the gladiator is dangerous, luring its enemies closer with an enchanting glare that snares fish and humanoids alike.

Marid Rawun

Marid nobles delight in hearing ballads and stories from traveling bards, called rawuns, particularly when they describe in flattering detail the exploits of those noble patrons. Highly intelligent and charismatic, marid rawuns entertain the greater nobles by endlessly singing their praises. Minor nobles themselves, they also compose epic poems in which marids encounter and outwit other species—especially other genies (such as efreets, which marids despise). Masters of bardic enchantments, rawuns use arcane power to teleport, charm, scare, and incapacitate meddlesome enemies.

Marid Rawuns in Combat

Marid rawuns channel the music of the ocean, a siren song that can entrance and frighten their enemies. A rawun typically opens with *dizzying dirge*, then retreats behind the front lines. From a position of safety, it relies on *rawun's command* to turn its foes against one another. If enemies surround the rawun, it uses *haunting tone* to scare them away. When engaging a single opponent, the marid uses its sword to teleport the interloper within reach of an ally or into a wavecaller's waterspout form.

Marid Stormbringer

A spinning mass of wind and waves, thunder and lightning, known only as the Vortex, connects the realm of the marids with that of the djinns. Although djinns seldom visit the marid realm, a few intrepid marids brave the journey into the djinn kingdoms, where they learn the art of calling massive storms. These stormbringers serve as instruments of vengeance on the rare occasion that another species dares to cross the marid nobility. Fierce and cold-blooded, a stormbringer exhibits little of the joyful nature of its fellow marids. Although it takes no pleasure in bringing destruction to the enemies of the

Marid Rawun	Level 28 Controller
Large elemental humanoid (aquatic, water)	XP 13,000
HP 254; **Bloodied** 127	**Initiative** +18
AC 42, **Fortitude** 39, **Reflex** 40, **Will** 41	**Perception** +20
Resist 10 cold	
Speed 8, swim 8, fly 6	Blindsight 10
Traits	
Aquatic	
The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Rawun's Clarity	
When the marid ends its turn, any dazing, stunning, or dominating effect on it ends.	
Standard Actions	
Scimitar (teleportation, weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +33 vs. AC	
Hit: 3d10 + 20 damage (3d10 + 50 damage if the marid scores a critical hit), and the marid teleports the target up to 5 squares.	
Rawun's Command (charm) ✦ **At-Will**	
Attack: Ranged 5 (one creature); +31 vs. Will	
Hit: The target makes an at-will attack of the marid's choice as a free action against the target's nearest ally, with a +4 bonus to the attack roll.	
Dizzying Dirge (charm, psychic) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close blast 5 (enemies in the blast); +31 vs. Fortitude	
Hit: 2d10 + 18 psychic damage, and the target is dazed and slowed (save ends both).	
Triggered Actions	
Haunting Tone (fear, psychic) ✦ **Recharge** when first bloodied	
Trigger: An enemy hits the marid with a melee attack.	
Attack (Immediate Reaction): Close burst 2 (enemies in the burst); +31 vs. Will	
Hit: 2d8 + 9 psychic damage, and the target moves its speed away from the marid.	
Str 22 (+20) **Dex** 19 (+18) **Wis** 22 (+20)	
Con 22 (+20) **Int** 26 (+22) **Cha** 29 (+23)	
Alignment unaligned **Languages** Common, Primordial	
Equipment scimitar	

Great Padishah, the stormbringer performs its duty with brutal efficiency.

Marid Stormbringer	**Level 29 Artillery**
Large elemental humanoid (aquatic, water)	XP 15,000
HP 200; **Bloodied** 100	**Initiative** +22
AC 43, **Fortitude** 40, **Reflex** 41, **Will** 42	**Perception** +23
Resist 10 cold	
Speed 8, swim 8, fly 6 (hover)	Blindsight 10
Traits	
☼ **Stunning Field** ✦ **Aura** 1	
Any enemy that ends its turn in the aura is stunned until the start of its next turn.	
Aquatic	
The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Standard Actions	
⊕ **Mace** (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +34 vs. AC	
Hit: 3d10 + 21 damage.	
⊛ **Forked Stormbolt** (lightning, thunder) ✦ **At-Will**	
Attack: Ranged 20 (one or two creatures); +34 vs. Reflex	
Hit: 3d12 + 19 lightning and thunder damage.	
✲ **Maelstrom** (lightning, thunder, zone) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Area burst 2 within 10 (enemies in the burst); +34 vs. Fortitude	
Hit: 4d8 + 23 lightning and thunder damage, and the marid slides the target up to 3 squares to another square in the burst.	
Effect: The burst creates a zone of wind and mist that lasts until the end of the marid's next turn. The zone is lightly obscured to enemies. The marid can slide any enemy that starts its turn in the zone up to 3 squares to another square in the zone.	
Move Actions	
✧ **Storm Leap** (lightning, teleportation, thunder) ✦ **Encounter**	
Effect: Close burst 1 (enemies in the burst); 15 lightning and thunder damage. The marid then teleports up to 10 squares.	
Str 23 (+20) **Dex** 26 (+22) **Wis** 28 (+23)	
Con 20 (+19) **Int** 22 (+20) **Cha** 25 (+21)	
Alignment unaligned **Languages** Common, Primordial	
Equipment mace	

Marid Stormbringers in Combat

Marid stormbringers summon spinning vortexes of wind and water, thunder and lightning. The marid initiates hostilities by bringing forth a *maelstrom*. Fighting far from the front lines, it fires a *forked stormbolt* in each round when *maelstrom* does not recharge. If a combatant engages it, the stormbringer's *stunning field* entraps the foe, preventing it from striking when the marid moves away.

Marid Wavecaller

Sailors recount tales of great genies summoning huge whirlpools and towering waves that plunge hapless vessels to the bottom of the sea. Greatest of the marid nobility (usually minor padishahs second only to the Great Padishah), these wavecallers possess absolute mastery over all bodies of water. Nomadic by nature, wavecallers wander the seas with an entourage of lesser marid nobles, including rawuns and gladiators. The haughty wavecallers expect absolute loyalty and obedience from all they encounter. Others shower them with compliments and flattery in an appeal to their massive egos.

Marid Wavecallers in Combat

These mightiest of marids can transform into waterspouts and roam the battlefield with impunity, tossing allies and enemies aside like flotsam on

Marid Wavecaller	**Level 30 Lurker (Leader)**
Large elemental humanoid (aquatic, water)	XP 19,000
HP 212; **Bloodied** 106	**Initiative** +29
AC 44, **Fortitude** 41, **Reflex** 43, **Will** 42	**Perception** +22
Resist 10 cold	
Speed 8, swim 8, fly 6 (hover)	Blindsight 10
Traits	
Aquatic	
The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Combat Advantage	
The marid deals 3d12 extra damage to any creature granting combat advantage to it.	
Standard Actions	
⊕ **Falchion** (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +35 vs. AC	
Hit: 3d12 + 19 damage, or 3d12 + 55 if the marid scores a critical hit.	
⊛ **Water Jet** ✦ **At-Will**	
Attack: Ranged 10 (one creature); +33 vs. Reflex	
Hit: 4d10 + 9 damage, and the target is blinded until the end of the marid's next turn.	
Slashing Waves ✦ **Recharge** when the marid uses *waterspout form*	
Effect: The marid can make two basic attacks, and it shifts up to 2 squares between the attacks.	
Waterspout Form (polymorph) ✦ **At-Will**	
Effect: The marid and its equipment transform into a waterspout, ending any effect on the marid. In this form, the marid cannot attack, but it is immune to damage except fire damage. It is also immune to forced movement, as well as to being immobilized, restrained, and slowed. No attack that fails to drop the marid to 0 hit points can stop its movement in this form. In addition, the marid can move through openings of any size without squeezing, it can enter other creatures' spaces, and other creatures can enter its space. While in this form, when the marid enters a creature's space, or a creature enters the marid's space, the marid slides the creature up to 3 squares as a free action. Until the marid takes a minor action to reassume humanoid form, it remains in waterspout form. The marid cannot reassume humanoid form on the same turn in which it took *waterspout form*.	
Triggered Actions	
Tidal Dispersal ✦ **Encounter**	
Trigger: The marid is hit by an attack.	
Effect (Immediate Interrupt): Close burst 10 (allies in the burst); each target shifts up to its speed as a free action. The marid uses *waterspout form*.	
Str 24 (+22) **Dex** 30 (+25) **Wis** 25 (+22)	
Con 26 (+23) **Int** 24 (+22) **Cha** 28 (+24)	
Alignment unaligned **Languages** Common, Primordial	
Equipment falchion	

stormy seas. A wavecaller deals savage attacks with its falchion, focusing on targets granting it combat advantage. If it needs to, it can fire a concentrated *water jet* from its hand to momentarily blind a foe and gain the advantage.

About the Author

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